GUIDE TO THE SABBAT

Storytellers
VAULT

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Mature Content Warning

For the past several decades, Vampire: The Masquerade has addressed the darkness in the real world through horror stories: it has talked about AIDS, capitalist exploitation, sexual predation, the resurgence of far-right political extremism, religious fanaticism, state and private surveillance, and many other issues. 5th edition does not shy away from any of the above, and we believe like the official designers, that exploration of subjects like these is as valid in roleplaying games as it is in other media.

Including a problematic subject in a Storytelling game is not the same as glorifying it, and if you take the chance to explore it critically, it can be the exact opposite. If we understand the problems facing us, we are better armed to fight them.

V5 includes in-world references and expressions of the following: sexual violence, political extremism, physical violence and gore, mind control, torture, abuse, imprisonment and kidnapping, racism, sexism and homophobia, religious fanatisicism and blasphemy, to name a few. **It's a game about monsters and the Sabbat, even by the standards of other vampires are truly monstrous and inhuman.**

"Why are you telling me this?" you might be saying. Someone at your table is not familiar with this game or maybe more specifically the Sabbat. Someone at your table has dealt with some of these issues in real life. Someone at your table wants to know that you read this warning and know you will be considerate to them as players, while putting their character through the wringer.

The author and contributors mentioned herein, do not intend to offend or make light of any of the issues raised above. This is a game for adults (18+), a game that lets us explore and engage with the darker sides of life, both safely and respectfully. If you take any issue with the content of this book, I humbly ask you to reach out to discuss the issues so that we can learn and improve the content found herein.

This is a game about monsters.

But it is only a game.

Don't use it as an excuse to be a monster yourself.

THIS IS NOT OFFICIAL WOD CONTENT.

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SABBAT

To hear the Sabbat tell it, they're the saviours of all vampires (whom they call Cainites). The Sabbat is at its core an army dedicated to the service of Caine, the mythological first vampire. Their's is a war spreading back to the Dark Ages, and some would argue even further.

Firstly, the Sabbat is dedicated to Cainite supremacy. Cainites are superior to mortals and all other creatures by the nature of their undead state. All other creatures are beneath the notice of Cainites, warranting little attention and even less consideration or regard.

Secondly, the Sabbat is dedicated to utter freedom. Cainites are free from death itself, disease, minor wounds, all manner of matters that concern mere mortals. Cainites are free from all this and in escaping the bonds of mortality, they can become something more.

Before the Flood

Yet whilst Cainites should be free to revel-in and explore their potential unrestrained, the elders of their kind ever seek to ensnare them. In ancient times, when Caine held dominion he ensured that the rule of elders was a just one. But, Caine's descendants plotted against him. The 3rd generation, the grand-childer of Caine, rose-up against him. But Caine, was wise and had read the signs. He knew of this plot and what God, the one above, intended for his traitorous grand-childer and the horrors they wrought on the world.

So it was the deluge came, and God scoured the Earth of the impurities wrought by the Antediluvians. Yet so mighty were the traitors, that they survived to wander in the ruins of the world. They sought out Caine to guide them, but he abandoned them to wander, as punishment for their treachery and the slaughter of his childer, the 2nd generation.

After the Deluge

In response, the traitors of the 3rd generation turned their backs on Caine. They returned to the children of Noah and became the eldest, the founders of the thirteen great clans. In time they came to embrace as Caine had. Yet each lacked the wisdom and knowledge of Caine, and in-time each came to rule as a cruel and capricious tyrant destroying and brutalising all who they subjected to their curse.

The tyranny of the Antediluvians and their puppets was unchallenged for centuries. Eventually the 2nd city fell, but still the Antediluvians persisted in their dominion. It wasn't until the 1st Anarch Revolt, that a true threat was posed to the Antediluvians and their capricious rule.

The mortals of the Dark Ages began to rise against the descendants of Caine and the other creatures that haunted the world of God. The Elders, cruel tyrants all, responded by sacrificing their children as pawns, caring only to save themselves. But their descendants were no fools, and as their forebears had risen unjustly against Caine, so did they rise against the tyranny of their elders!

The Anarch Revolt

The Anarchs of the 1st revolt rejected the tyranny of their forebears! They discovered the Vaulderie and used it to slip their bonds declaring that all Cainites were free before Caine's law, that he as father of them all was the only one worthy to rule over them.

They cut a bloody swathe through Europe, toppling two of the Antediluvians and a great many of their elder puppets. Eventually however, a great many of the Anarchs felt they could not go on.

The Elders' forces had taken their toll and they gathered at Thorns to reimpose their tyranny once more. There the 1st Anarch Revolt died.

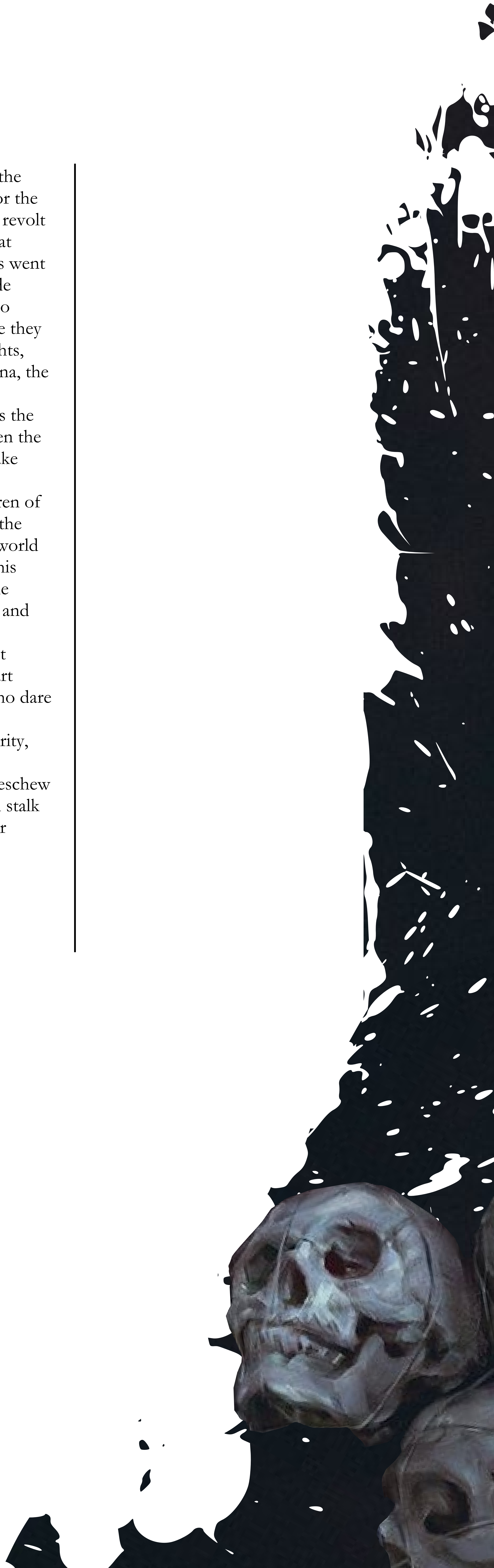
The cravens and cowards of the 1st revolt bowed their heads and let the masters slip the collars of their tyranny about their necks once more. But those who would form the Sabbat refused!

They would not kneel again! They declared from that night unto Gehenna that they would oppose the tyranny of the Elders, that they would not cease nor shirk from their fight.

Since those distant nights the Sabbat has readied itself for the final nights. After the first revolt and down the centuries that followed the Antediluvians went into seclusion, eager to hide themselves from those who would destroy them. There they wait, unto the modern nights, awaiting the call of Gehenna, the end of all things.

For, when Gehenna comes the Sabbat shall be ready. When the Antediluvians return to slake their thirst upon their descendants and the children of Seth, they shall be met by the army of Caine! When the world falls and Caine returns to his basalt throne, it shall be the Sabbat he calls to his side, and they shall answer!

Until that night, the Sabbat strikes out at Elders, upstart mortals, and any others who dare to challenge them. Utterly convinced of their superiority, utterly convinced of their righteousness, the Sabbat eschew their former humanity and stalk into the night to wage their eternal war!



Morality of the Sabbat

The moral virtues, then, are engendered in us neither by nor contrary to nature.

Morality & Touchstones

Despite their monstrous reputation, a great many within the Sabbat are still, as a matter of default, followers of the 'path' of humanity. It is true however, that of the many Sabbat still clinging to their mortal morality, they tend to have shockingly low humanity and suffer the associated negative effects.

What's more, any Cainite of the Sabbat will soon realise that clinging to mortal touchstones is not only impractical within the Sabbat, but actively scorned. This aspect of a Cainite's morality is redressed through the Sabbat's most important ritae, the Vaulderie.

A miracle of sorcery from the times of the 1st Anarch Revolt, the Vaulderie allows Cainites to slip free of blood-bonds. Yet it also creates ties beyond those who share in the rite, dedicating them one and all to their common cause.

However, even the power of the Vaulderie often isn't enough to protect a Cainite's soul, their consciousness, from the ravages and hungers of the Beast. As such, many Sabbat Cainite's forgo humanity entirely. Instead, Cainites possessed of a true fervour, or suffering acutely from their degenerating humanity, seek the sanctuary and guidance of a Path of Enlightenment.

The Vaulderie

A sacred rite amongst the Sabbat, the Vaulderie, is arguably the sects eldest ritae. The result of Koldunic sorceries and the workings of the earliest Anarchs, The Vaulderie sees Cainites commingle their blood in a sacred chalice. This comingling of blood, combined with the utterance of oaths, ritual incantations, and affirmations of Sabbat ideals, creates an effect akin to a bloodbond.

Those who partake of a Vaulderie form so-called vinculum ties. They ensure loyalty to the group, rather than to an individual. The ritae can also sever the master-slave ties engendered by a bloodbond and even provides a modicum of protection against the future formation of such bonds.

System:

For every member of a Pack [defined as Cainites that have undergone a shared Acceptance Ritae or Creation Rites for mechanical purposes] each participant picks one conviction tied to each of the fellow packmates. The individual associated with the conviction becomes the touchstone for this conviction. (Any previously held convictions are lost as are the associated touchstones, though this does not cause the Cainite to incur stains. Whilst subject to the effects of the Vaulderie a Cainite cannot maintain any mortal touchstones.)

Milo performs a Vaulderie as part of his Creation Rites. For his disciplinarian ductus he chooses the conviction 'Always obey just authority'; for his more liberal priest he chooses 'Never fail to protect the pack'.

Meanwhile, Natasha who is part of the same pack chooses the conviction 'Never hesitate to pursue power' as the conviction for her Ductus; meanwhile, for the Priest she chooses 'Anything is allowed in service to divinity'.

In both instances, Milo and Natasha share the same touchstones, but the touchstones represent different convictions.

(This may mean that a Sabbat pack has an above-average number of convictions, this is balanced out, however, by the fact that they will likely be committing more horrific acts on a regular basis. However, if a Storyteller wishes to reduce the number of convictions, have each player roll a die to determine which packmates will necessitate the selection of convictions, becoming touchstones.)

Once the convictions have been determined, each participant rolls a d10 for each of the convictions and divides it by 2.

This determines the vinculum score for that individual. When the character wishes to act contrary to the conviction in the presence of its relevant touchstone, they must make an **Intelligence+Resolve** roll at a difficulty equal to the vinculum score. If the touchstone is not present, the first time they succeed on the roll to violate the conviction, they may do so without rolling for the rest of the scene.

Samantha is in Michael's pack and rolls to determine her vinculum score, rolling a 6 she divides this by half, setting a vinculum score of 3. In a later scene fighting an infernalist she wants to destroy a book to deny it to the infernalists. But she has a conviction 'Knowledge is power, guard it well' for which her packmate Michael is the touchstone. As Michael is there with her, she has to make an Intelligence + Resolve roll difficulty 3 to destroy the book.

In a subsequent scene, however, when she is in the infernalist's haven and Michael is not present, in order to destroy the library found within and the ritual circle she only needs to make one roll rather than two. Because whilst she is violating the conviction twice (once for the library and once for the circle) Michael is not present..

For the purposes of Touchstone rules, a packmate only counts as being damaged when they are torpored and a touchstone from the vaulderie is destroyed upon Final Death. When a touchstone is damaged the stains incurred and the difficulty of the fury-frenzy is equal to half the vinculum score (rounded up). If a touchstone resulting from a vaulderie is destroyed, however, the difficulty of the fury frenzy is equal to the vaulderie score, as is the number of stains incurred. (The Storyteller may feel that additional stains are incurred or that the difficulty of the fury frenzy should be increased depending on context.)

In a later scene, Michael is torpored by the Infernalist the pack is hunting. Samantha takes 2 stains and must test for fury frenzy difficulty 2. Later in the chronicle, however, Michael suffers the final death. Samantha takes 3 stains and tests for fury frenzy difficulty 3.

Additionally, whenever a Cainite wishes to act in a directly hostile manner towards another with whom they share a Vinculum tie, they must roll an Intelligence + Resolve roll difficulty equal to half their vinculum rating for the individual (minimum of 1). The Cainite may make this roll each time they wish to undertake such a directly hostile action, however, they need only succeed at this check once per scene.

Samantha has a Vinculum tie to Eliot a member of another pack. She wishes to engage him in a Monomancy duel. She has a Vinculum tie of 2 to Eliot and must roll 1 success on an Intelligence + Resolve check to do so. (If she fails on the first attempt, however, she can try again when she next attempts a hostile action.)

These effects also extend to acting against Packmates. What's more, if the hostile action would also violate the tenet for which the packmate stands, then the Cainite must also roll to act against that tenet. If either check fails the action cannot be taken.

Samantha finds herself fighting a Monomancy duel with her packmate Oscar. She firstly rolls to take a directly hostile action against someone with whom she has a vinculum tie. Her vinculum score is 2 and rolls 3 successes. Having succeeded the first check, she rolls again to see if she can act against the Conviction Oscar represents 'All for one, one for all'. Samantha once again rolls against her vinculum score of 2 and gets 2 successes allowing her to act.

The Vaulderie & Non-Packmates

When performed with those who aren't packmates, the Vaulderie still creates ties but it does not create new convictions or touchstones. Roll for a vinculum score as outlined above and should the character wish to take a directly hostile action against them, roll as described above.

Renewing & Unravelling Ties

The ties created by a Vaulderie never fade. It is possible that a Cainite might share the blood of another, only to meet them centuries later and for the tie to remain intact. However, ties are often actively strengthened as a show of loyalty and dedication. Should an individual perform the Vaulderie with an individual with whom they already share ties, then roll a d10 divided by 2 as standard.

If the result is greater than the current Vaulderie rating then increase the score by one to a maximum of 5. If the result is equal to or lower, the current score remains unchanged. If the d10 result is a 1 however, the Vaulderie score decreases by one to a minimum of 1. Note these changes in the Vaulderie may alter the vinculum score and the associated difficulties for acting against the Vaulderie.

Samantha renews her Vaulderie with her pack. She rolls for Michael, Penny, and Alex, getting a 5, 3, and 1 (after dividing the die rolls by two).

Her existing Vinculum score with Michael was only 3 and having rolled a 5, Samantha increases the Vinculum score to 4.

Her existing Vinculum score with Penny is 4 and having rolled a 3, Samantha leaves her Vinculum unchanged. Her existing vinculum score with Alex is 4, but having rolled a 1, she decreases her vinculum score with him to 3.

Destroying Old Ties & Preventing New Ones

Should an individual under the effects of a Blood Bond partake of the Vaulderie check their total Vinculum scores.
If the total of their vinculum scores is greater than the strength of their bond + the blood potency of their domitor then the Blood Bond is broken and the Vaulderie takes hold. If the total is equal to or less than the strength of the bond + domitor's blood potency then the Bond remains and the Vaulderie ties fail to take hold.

Yasmin has a blood bond with a strength of 3 and her domitor's blood potency is 3. She rolls for her Vinculum scores and gets a 3, 4, and 2. The total of Yasmin's Vinculum Scores is 9, exceeding her Blood Bond's Strength + her Domitor's Blood Potency of 6. Her blood bond breaks and is replaced with her new Vinculum ties.

The ties created by the Vaulderie are strong, able to resist all but the most potent vitae. If an individual with Vaulderie ties is subjected to the Blood Bond, then they must check the potency of their would-be domitor.
If the domitors blood potency is 7 or greater, the one being bound must check their two highest vinculum scores. If the total of the two vinculum scores is greater than the domitors blood potency then the bond does not form and vaulderie ties remain. However, if the domitor's blood potency is higher than the strength of the two highest vaulderie ties, the ties are broken and the blood bond takes hold.

Luke's two highest vinculum scores are 3, and 3 giving him a total defensive score of 6. His Domitor's blood potency is 7, meaning his vaulderie ties fade and are replaced by the blood bond.

Breaking the Vaulderie

There is a rumour amongst the Sabbat of a ritual that is able to break the Vaulderie. These rumours state that the ritual is only ever considered when needed for undercover missions in rival sects, especially deep-cover missions.
The ritae can normally only take place in the presence of an Archbishop or Cardinal, with dispensation granted by none other than the Regent themselves.
The individual must lie staked in a torpor-like state for six months. They are fed a mixture of blood and highly classified herbs keeping them on the brink of torpor or frenzy.
Prior to participating in the ritus the subject must sign a parchment declaration in their own blood. This declaration states that they will submit to a fresh vaulderie as soon as their mission is completed. Failure to do so means the Sabbat will be branded a traitor, and the Wild Hunt will be called.
System: Undergoing this rite is not something likely to come up in play directly. If used as a plot point however, dissolve all Vinculum ties and scores of the individual after they complete the rite.

Paths of Enlightenment

AN END... ….AND A BEGINNING

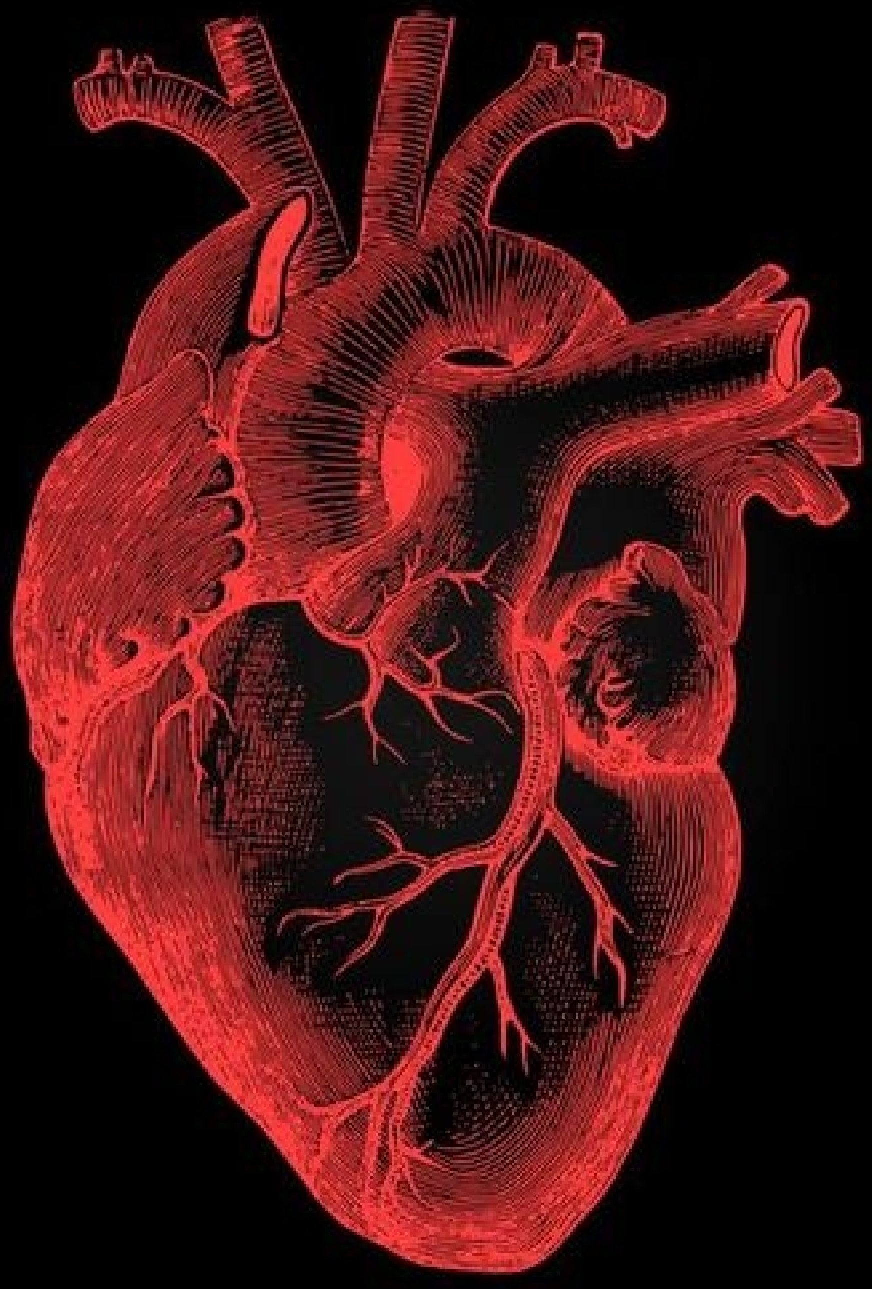
The Paths of Enlightenment are truly immoral philosophies by mortal standards. Each is a code of existence developed over centuries by various Cainitie theologians, gurus, and humble practitioners.

Each is a unique system of beliefs and tenets, each designed to hold the Beast at bay and to provide the vampire's sentience safe harbour from the unrelenting grind of centuries.

Very few, if any, Cainites begin their unlife on a path, especially in the modern nights, most mortal minds simply being incapable of accepting their immoral strictures.
For the majority of Cainites transitioning to a Path is a process that takes many years. Typically a Cainite will be contacted by a potential mentor that views the Cainite as a suitable inductee, though in some instances a Cainite's associates might refer them to such a person.

Either way, should the Cainite accept the mentor's assistance they will then spend at least a year studying the Path. This may involve traditional teaching, trials of aptitude, strength, character, or integrity. It may involve committing acts that are utterly inhumane and cruel but in keeping with a Path's teachings.

Eventually, when they believe the individual to be ready, a Cainite's mentor will instruct them to prepare for their final conversion. This is a moment of great peril for the Cainite. They will be asked to commit a truly horrific act by the standards of human morality, but in keeping with the ideals of the Path they are to adopt. Only if the Cainite has sufficient strength of will and true understanding of their intended Path will they be able to convert. Failure to truly comprehend the Path or any hesitation on the part of the aspirant will cause them to commit an atrocity in vain bringing them one step closer to damnation.



SYSTEM

Choosing a path is a new type of background that radically changes a Cainite's morality. This results in several key changes:
For the purposes of any test calling for humanity (e.g. waking during the day, V5 Corebook Pg.219) substitute the character's Path Rating instead.
The character replaces the standard stain triggers associated with the Path of Humanity (detailed Pages 239-240 V5 Core Rulebook), with a set of custom stain triggers. These are based on the ideological/philosophical strictures of each path and are described in each Path's Transgression Table. They also gain the ability to evoke an effect known as a bearing. This is an aura resulting from a Cainites' adherence to their path. The effects differ from path to path, but the greater the Cainite's devotion to their chosen teachings, the greater the impact their bearing has.

To evoke the effect of their bearing, a Path Follower must spend a protracted amount of time undertaking activity pertinent to their path. (A follower of the Path of Caine might study Noddist scripture, a Cathari might engage in acts of debauchery, and a Nihilist might contemplate and refine new horrors.) After spending sufficient time (and possibly resources as determined by the storyteller), the Path Practitioner can make a rouse-check. For the remainder of the night, they can add one-third of their path rating rounded down to rolls determined by their path.

Path practitioners are utterly inhuman and are easily recognised as such with more than a cursory examination. (Without the blush of life, they appear particularly monstrous.) When interacting with mortals they suffer a penalty to dice pools as though they had a humanity rating equal to half of their Path rating, except for acts of intimidation, supernatural seduction, or the practices of their path.

NOTE

For Kindred obsessed with humanity using the Blush of Life is almost reflexive. Making skin warm to the touch to seduce prey, sending electrical signals to use touchscreens, or faking breathing to trick the SI; these are second nature to those still clinging to their humanity, and for many cynical Kindred they even still cling to mortal morality. For many years the Sabbat have shunned such actions, preaching that to hide from humanity is cowardly, an act that tacitly admits the Cainite condition is inferior to humanity. However, the actions of the Second Inquisition have humbled the Sabbat. Hundreds, if not thousands, of Sabbat Cainites the world over were destroyed at the hands of the Second Inquisition, forcing the Sabbat to adapt.

Now pragmatic Cainites throughout the Sabbat rationalise the use of the Blush of Life. No longer is emulating humanity an act of cowardice, but rather the act of a shrewd predator, lulling prey into a false sense of security. This isn't to say that the Sabbat has suddenly come to prize humanity, they still espouse their utter superiority over the Children of Seth and denigrate the very idea of even trying to hold Cainite's to the same moral codes.

On the contrary, they explain the Blush of Life as an exercise of self-mastery and spiritual will. Rather than harkening back to their mortal state, forlornly replicating what they lost, a Sabbat forces his blood, his body, to act as he commands. This goes some way to explain why even some Sabbat Cainites who practice Paths of Enlightenment have developed ways to perform the Blush of Life

Converting to a Path

Having studied their chosen Path the Cainite's mentor prepares their final test, their conversion. In order to undergo a conversion, a character must have studied their path for at least a year. (Though the storyteller may allow conversions in a shorter time under truly exceptional circumstances.)

1) The Cainite must commit an act that ties them to the Path that will garner stains. Any stains the Cainite has at the start of the conversion do not count towards these.

Martin is going to convert to the Path of Caine. His mentor has instructed him to fast for three nights prior to the conversion. When the conversion arrives, Martin is confronted with three innocents kidnapped by his mentor. His mentor then instructs him to devour the innocent. (A monstrous act for someone following the Path of Humanity, but in-keeping with the Path of Caine, which states ‘do not deny “vampiric needs by refusing to feed, showing compassion, or failing to learn about one's vampiric abilities.”’)

2) Having acquired stains the Cainite must roll for degeneration. If the Cainite degenerates decrease their humanity by one, but do not remove the stains from the tracker. After this, they may decide whether to push for more stains or roll to convert.

Martin slakes his thirst from the first of them callously killing them. He immediately gains four stains for the horrific act. His humanity is currently two, which means he rolls four dice to see if he degenerates.

Martin rolls a success on his degeneration check, and thus, retains his current humanity score. However, because this is a conversion he does not remove the stains after resolving the degeneration roll.

3) If more stains are sought, continue as above, a Cainite may not choose to gain more stains during this process than they have empty boxes on their humanity track. (If a Kindred impairs themselves through this process then they suffer the impairment penalty on the final roll to convert.)

After some pressing from his mentor, Martin proceeds to slake the last of his hunger from the second of the innocent. He does so and again gains four stains filling his humanity track completely with stains. This means that Martin automatically degenerates, reducing his humanity to one. At this stage, he decides to convert.

4) When the Cainite chooses to convert, they roll dice equal to the stains gained during the conversion.

Martin has accrued 8 stains throughout his conversion, 4 from each of the two victims he callously murdered to sate his vampiric needs. Thus, he rolls 8 dice to determine the outcome of his conversion.

5) Each success on this roll gains the vampire one dot on their new Path of Enlightenment. A failure to gain any successes loses the Cainite a dot of humanity and they fail to attain their path. (Note, this reduction in humanity can bring a Cainite's humanity to zero prompting them to Wassail.) A bestial failure also triggers a terror frenzy counting the site of the attempted conversion as the source of fear.

Martin's packmate Laurence is also trying to convert to the Path of the Feral Heart. He fails to score any successes on his roll to convert. Worse, he like Martin had reduced his humanity to one, in order to maximise the number of dice in his pool to convert. His failure to convert means that Laurence automatically loses his last dot of humanity and enters Wassail becoming a Wight!

6) A success sets the Cainite's new path rating. Criticals are counted as normal, a messy critical results in the Cainite succumbing to the associated compulsion with their new Path.

Martin rolls his 8 dice and does extremely well, scoring 2 successes and a critical. He officially adopts the Path of Caine as his Path of Enlightenment, setting his Path Rating to six. He also adopts the associated bearing, compulsion and stain triggers.

Willpower may not be spent on any of the rolls involved in a conversion.

Starting on a Path

A character can choose to start on a path, to do so simply select the path from below and set their character's path rating to 6.

The Path of Lilith

Even for those Cainites who abhor her, and who would brand her worshipers heretics, no Cainite can deny the import of Lilith. For Cainite scholars, the Dark Mother is the one who awoke the disciplines latent in Caine's mighty blood. For the Lilins, for the Bahari however, she is so much more. The mother of monsters, the mistress of twilight and the first woman. Lilith is a rejection of the patriarchy of Caine and Adam alike. She is pain, mystery and revelation. As Lilith has been spurned, so have her followers been, but they care not, for in suffering they find both truth and vindication.

BEARING

Add a third of your path rating rounded down to any rolls affected by impairment arising from damaged health or willpower.

COMPULSION

Roll willpower at difficulty 2 whenever you hear others preaching the glory of Caine or denigrating Lilith. If you fail, you suffer a dominance compulsion as you attempt to correct their ignorance regardless of the circumstance.

ACT	RATIONALE	STAINS
Shunning Pain.	Pain taught the Dark Mother. To shun her pain is the ultimate betrayal.	4
Not seeking out the teachings of Lilith.	The mysteries of Lilith are hidden all around us, they must be uncovered.	3
Not correcting the errors of others regarding Caine and Lilith.	Caine is a brutish child, unable to match a fraction of Lilith's divinity.	2
Killing a living or unliving being.	Death denies another a chance to walk Lilith's path.	2
Failing to participate in a Bahari ritual.	It is only through the ways of Lilith that we can awaken.	1
Pursuing temporal wealth or power.	The pride and truth of Lilith stems from within, not without.	1

The Path of Blood

A Path practised by a dwindling number of Cainites in the modern nights. The Path of Blood is traditionally associated with the Banu-Haqim, and the path is particularly associated with the Warriors still loyal to Alamut and Ur-Shulgi.

Those Banu-Haqim who have fled Alamut for the Camarilla find little in the path, with its focus on destroying other Kindred who deny Haqim's truth, not to mention the predisposition to diablerie. Even those amongst the Sabbat who might choose to practice the path find themselves persecuted for heresy by the Sabbat Inquisition.

BEARING

Add one third of your path rating rounded down to any roll made to resist damage to your willpower.

COMPULSION

Whenever another vampire confronts you for your actions you must roll willpower difficulty 2. If you fail you suffer a harm compulsion as you become obsessed with destroying any who deny Haqim's truth.

ACT	RATIONALE	STAINS
Acting against another Banu Haqim	The Children of Haqim must stand united against Khayyin.	4
Refusal to aid a more advanced member of the Path	You must not deny those with greater understanding. Doing so betrays the cause.	3
Failing to pursue the lore of Khayyin	Know thy enemy, if you are to defeat him.	2
Failing to destroy an unrepentant vampire outside the Clan	Those who choose to dwell in ignorance cannot be saved.	2
Breaking a word of honour to a clanmate	The chosen of Haqim are to be as siblings, bound by word and deed.	1
Killing a mortal for sustenance	Murder without true need sustains the body, but scars the spirit.	1

PATH OF CATHARI

To hear the Albigensians tell it, they are an offshoot of an early Christian Heresy. A dualistic philosophy that asserted all that was material was base and sinful, whilst all that was pure related to the realm of the spirit.

These are fancy words for many, however. In the modern nights whilst some Albignesians might talk high ideals, they are known first and foremost as corrupters, tempters and sinners without equal.

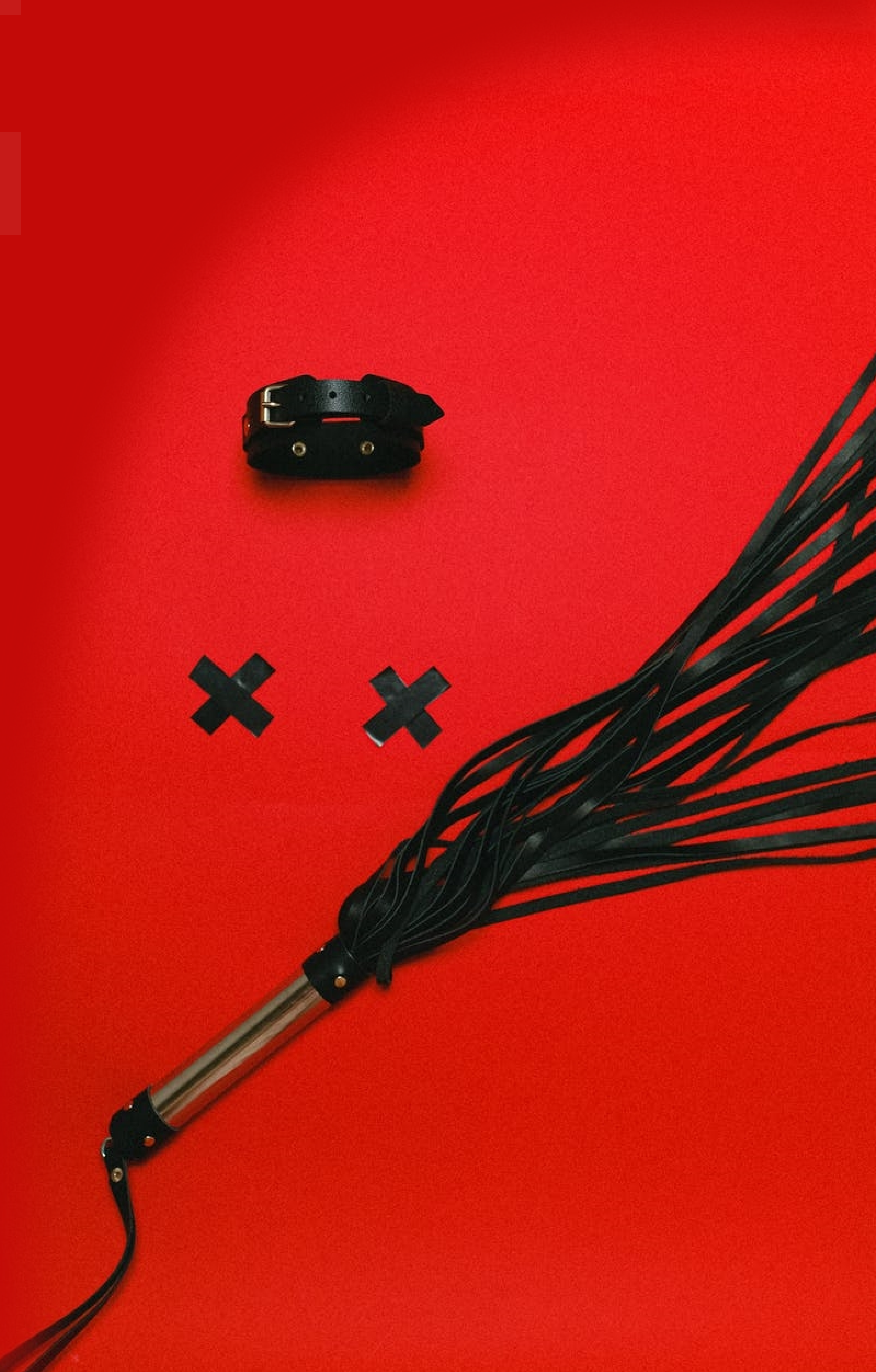
ACT	RATIONALE	STAINS
Encouraging others to exercise restraint.	Vampires are creatures of corruption and must propagate it within the world.	4
Arbitrary Killing	Killing others without cause denies them their own damnation.	3
Sacrificing gratification for someone else's convenience	The vampire's purpose is indulgence, not charity.	2
Failing to ride the wave in frenzy.	The beast must be indulged as well as the rational mind.	2
Showing trust.	Naivety makes corruption impossible.	1
Exercising restraint.	Cainites are creatures of excess not moderation.	1

BEARING

You add one-third of your Path Rating rounded down to any roll to seduce or indulge others.

COMPULSION

If you are rejected by someone you've tried to tempt you must roll a fury frenzy difficulty 2. If you fail you become obsessed with forcing yourself on the victim of your attention.



The Path of Power & The Inner Voice

To those Cainites who practice this path, undead existence has but one purpose. Pining for living days is pathetic, to search after esoterica pointless. All that matters amongst the undead is power and control.

Cainites are without honour, compassion, sympathy or mercy. All that remains is the need to control and to rule, by any means necessary.

Traditional Practitioners:
Lasombra, Tzimisce, Ventrue Antitribu

ACT	RATIONALE	STAINS
Turning down the opportunity for power.	Power is the means by which all else can be achieved.	4
Not punishing failure.	Failure is only useful as a negative example.	3
Accepting defeat.	Realize your desires or die.	2
Helping others when it is not to your advantage.	Altruism doesn't further your ends.	2
Treating your underlings poorly.	Provide incentive sparingly, but do not engender hatred for your rule.	1
Denying responsibility for your actions.	Your decisions and their results are yours alone.	1

BEARING

Add a third of your path rating rounded down to any roll that involves commanding others.

COMPULSION

Whenever you are disobeyed roll Willpower difficulty 2. If you fail you suffer a Dominance Compulsion as you seek to force your will upon any who dare to defy you.

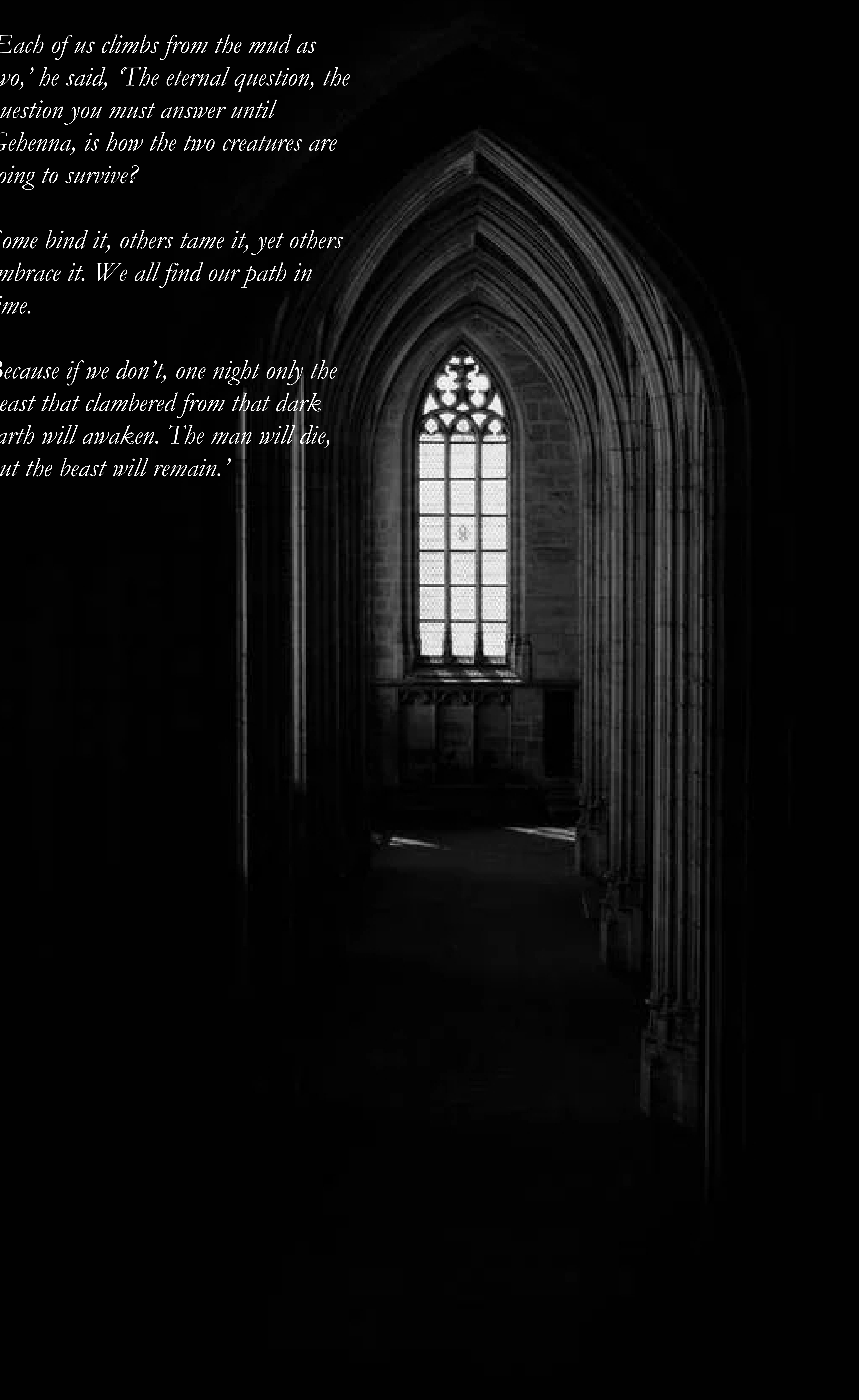
He told me ‘One mere man entered that cold dark earth. But two things came crawling out. One I might some night call a Cainite, but the other, we all of us know the Beast.’

I studied his wide almost ecstatic eyes. Felt the blood in my veins shift and the feint roar of something within.

‘Each of us climbs from the mud as two,’ he said, ‘The eternal question, the question you must answer until Gehenna, is how the two creatures are going to survive?

Some bind it, others tame it, yet others embrace it. We all find our path in time.

Because if we don’t, one night only the beast that clambered from that dark earth will awaken. The man will die, but the beast will remain.’



The Path of Death & The Soul

The origins of this Path are said to lie with the Cappadocians, an ancient line of Cainite Necromancers. The practice of the Path in the modern nights is a troubled thing, with many elders who formerly upheld the path's tenets dying during the formation of the Hecata.

Those practitioners within the Sabbat who remain, and those within the Hecata have changed little, however. Their focus is on comprehending death, what it is, its scope, and all it can mean for the living and undead alike.

Traditional Practitioners: Hecata (Giovanni, Cappadocians, Harbingers), Tzimisce

BEARING

Add one-third of your path rating rounded down to any roll that benefits from being completed silently.

COMPULSION

When confronted with sights of great vitality (e.g. a club full of mortals, a family with their newborn) roll your willpower difficulty 2. If you fail you suffer a harm compulsion as you are driven to snuff out the light of life in order to better understand the transition to death.

ACT	RATIONALE	STAINS
Actively and purposefully preventing a death.	Such actions befit mortals afraid of death, not vampires.	4
Making a decision based on emotion rather than logic.	Emotions cloud judgement and understanding.	3
Refusing to kill when an opportunity presents itself.	Trial proves theory, and evidence indicates the conclusion.	2
Postponing feeding when hungry.	Self-deprivation serves no higher purpose.	2
Accidentally killing.	Information cannot be gathered without prior consideration.	1
Showing a fear of death.	Fear prevents comprehension.	1

The Path of Honourable Accord

'On this night I, Albrecht of the Red Furies, do swear my undying loyalty to the Sabbat. I swear service to Bishop Henrietta Alvarez, my sword is hers, her acts mine to bear. Unto death, unto Gehenna so shall it be, this I vow.'

- Sabbat Templar Vow, Sworn 2016

In an unlife beset with violence, betrayal and eternal thirsts some Cainites find purpose in firm and unyielding codes. The specifics of these codes vary slightly for each Cainite, but all Knights are unremitting in their practices. Unlife must have structure and purpose and anything that would go against that, or deny it is not only a threat to one's morality, but one's very existence as one of the damned.

ACT	RATIONALE	STAINS
Breaking your word or oath; failing to honour an agreement.	To break one's oath is to cast aside the honour that defines unlife.	4
Showing cowardice.	There is no honour without the potential for sacrifice.	3
Failing to protect your allies.	Honour demands you let no slight go unanswered.	2
Disobeying your leader.	Yours is to obey those justly placed over you.	2
Failing to participate in your group's rituals.	Tradition and heritage are fundamentals of loyalty.	1
Failing to uphold all the precepts of your group.	True duty requires unwavering dedication.	1

BEARING

Add a third of your path rating rounded down to any pool to resist being swayed from your ideals.

COMPULSION

Your obsession with doing your duty and abiding by your strict code leaves you unable to fully commit yourself to conducting dishonourable actions. When called upon to conduct an act that conflicts with your honour roll willpower difficulty 2. If you fail you suffer a paranoia compulsion as you become obsessed with distancing yourself from such dishonourable conduct.

The Path of Night

A path almost solely practiced by the Lasombra, embracers of this path truly accept their own damnation. For the Nihilists, Cainite existence is a curse, a punishment levied by god for the sole purpose of brining atrocity unto the world.

Cainites then, can only find their salvation through accepting their role as agents of damnation. Borrowing heavily from Catholic Dogma, the Path has traditionally been extremely popular. In recent nights this has begun to change however, as many within the Sabbat Inquisition are starting to call for the Path's censure and the persecution of its truest adherents as heretics.

BEARING

Add a third of your path rating rounded down to any pool to bring out a victim's inner darkness, illicit dark secrets or get them to commit evil acts.

COMPULSION

When confronted by innocence (e.g. someone wholesomely naive, a great philanthropist) roll your willpower difficulty 2. If you fail you suffer a harm compulsion as you attempt to inflict horror upon them in order to draw out their own inner-darkness.

ACT	RATIONALE	STAINS
Repenting one's behaviour.	Yours is to shepherd others to repentance, by example of your damnation.	4
Accepting another's claim to superiority.	One defiler is as corrupt as any other.	3
Asking aid of another.	Reliance on others requires their understanding, and those who understand do not dread.	2
Accidental killing.	God bade vampires to be horrors, not murderers.	2
Killing a mortal for food.	A dead mortal feels no dread, nor can he repent.	1
Failing to innovate in one's depredations.	Familiarity allows understanding, from understanding breeds contempt.	1

I remember the veteran -

- A towering looking Salubri-Antitribu, covered in Viking-style tattoos and wearing biker leathers. I asked what he was talking about, 'The ideals of Cainites this, the true purpose of our father, that'.

Course he laughed, hit me, and said Paths weren't something for a shovelhead whelp like me. Told me, maybe if I survived he'd find me again. Of course I survived, I murdered, maimed and burned my way through that city and never looked back. He held true to his word, sought me out, said he'd soon have to leave but asked another to teach me in his place.

I expected a teacher, someone old and wise who'd give me boring books or have me follow them to 'earn my keep' or some other such crap. But my new mentor didn't do any of that, Lucan was a battered old Gangrel. He'd been scarred and twisted before his embrace and the tufts of hair and glowing eyes didn't do him any favours. I'd expected him to talk gruffly without much insight, like a brute. But instead he spoke softly, his first words to me were a half-whispered, 'Are you hungry?'. I said yes and he smiled, 'then keep up'. I spent the rest of that night darting through alleyways after him. He'd stop, sniff the air or examine the dirt around a puddle and then dart off.

I struggled to keep up with him, he appeared to flow through the environment leaping from point to point, hurdling boxes, abandoned bikes, and more with ease. I followed him, his shifting clothes and occasional pin-prick orange eyes the only confirmation I was still on the right track. I won't bore you with the details but we eventually found what he was looking for, a group of street thugs who'd apparently been messing around near his pack's haven.

I asked him why his pack wasn't handling it, he told me 'they don't need to, we are hungry and our hunt will deal with the problem'. There was a simplistic logic to it, and when he told me where to wait in ambush to block the thugs escape, he was dead on. I still think I saw the briefest smile from him as I stepped out from behind the bins to reveal myself. I kept following him after that night, not like a sycophant. Not as some kneeling yes-woman. I followed him the same way a bear-cub follows it's mother, watching, learning, understanding more about itself and its place in the natural order. We only spoke about the path in detail a few times, everything else, was taught by instinct. He explained that the 'Path of Beasts, the Feral Heart, used to be called the Path of Harmony'. He said that few of us still practiced that old way, instead we revelled, accepted and understood ourselves and our place in the modern-nights.

Not in some God's place for you crap either, but understanding the simple facts of Cainite existence. We are each of us predators, hunters, and when needed killers. Everything we name our inner-beast, is a part of us too. When we're embraced, when we die, we lose our living self. Instead we're given hunger and the means to satiate that hunger, fangs, disciplines, and the beast.

That's what I learned over those years, not in the glib way you're mulling it over. I mean I truly learned it, took it in, incorporated it. I abandoned aspirations of becoming some flunky, what good would that do me? Killing, backstabbing and scheming? It wouldn't keep me fed, keep me safe, so why bother with it? Words taught me a little, the beast and instinct taught the rest.

When I wasn't roaming or learning, I looked to my Pack. It's an interesting choice of word. Anarchs run in gangs, they share ideals or maybe a neighbourhood and they rally around that, sacrificing things against all sense for their claim. The Cam, they call their little gatherings Coteries, fucking pretentious nonsense. Small groups of back-biters who agree they won't backstab each other for now.

But we Sabbat? We gather in Packs, because even though you don't all walk my Path, understand the way I do, you understand just enough. We're wolves, predators; fighting, hunting and surviving another night through our common strength. I'm as loyal to the Sabbat as I ever was, but given the chance to save my Pack or some Archbishop, I'll save my pack every time. Packmates are what'll save you in the end, not some scheming power-player.

I followed Lucan for two more years, eventually learned enough, frayed my last mortal ties. I've been in-touch with my beast ever since. That's how I ended up making the long journey to Basel, to the Black Monastery. Guess even Beasts can develop hobbies, I picked up Lucan's interest in Paths well enough. I spoke with others, never to convert but to understand. Managed to learn the basics of a few other paths, even if you don't want to walk mine let me know, I can set you on the trail of a few teachers.

It was chatting with them where I heard more about the Black Monastery. When the others mentioned it, I always thought it was a load of hocum. Some mythical El Dorado where they could pretend some wise-old sage wrote up their path. When Lucan died though, blasted apart by some damned SI kill-team, I found the records in his notes. A god-damned map to Switzerland, and some scrawling about an old Gangrel named Mortensen who 'raised the Path of Harmony to its truest form'.

I set out two nights later.

The Path of The Feral Heart

All Cainites hunger for blood, all hear the whispers of the beast in their soul. Practitioners of the Path of the Feral Heart accept this reality. Not for them denying the beast or the thirsts fundamental to their existence; instead, Beasts learn to live in harmony with their Beast and its needs.

For these Cainites, the role of the hunter is the only thing they can aspire to. To do anything else is to deny nature and inevitability in an unlife that can only end at the hands of another predator.

BEARING

Add one-third of your path rating rounded down to any roll that relies on intimidation or survival.

COMPULSION

Whenever you are called upon to undertake an act contrary to your instincts, roll willpower difficulty 2. If you fail you suffer a hunger compulsion as you seek to fulfil your most primal vampiric need.

ACT	RATIONALE	STAINS
Refusing to kill to survive.	Vampires are predators, all else is prey.	4
Failing to follow one's instincts.	Instinct is the truest wisdom of a predator.	3
Remaining in the presence of fire or sunlight, except to kill an enemy.	Final Death must not be risked without good reason.	2
Failing to support your pack or allies.	Where one falters, many survive.	2
Hunting with means other than your own vampiric powers.	Tools break and fail, nature does not.	1
Pursuing temporal wealth or power.	Tolerate no distraction to your struggle to survive.	1

The Path of Metamorphosis

The world is entirely defined by evolutionary chains. Prey animals suffer at the hands of the predators above them; mortals in turn prey on all the beasts of the wild only to be preyed upon by Cainites in turn. For the followers of this path, these chains of evolution must be comprehended and codified.

What's more, this understanding must be used to strive for what lies beyond. The Cainite species is the apex predator, but what lies above and beyond it? What is the next evolutionary step for all Cainites?

BEARING

Add a third of your path rating rounded down to any intimidation or medicine pool.

COMPULSION

Whenever you are denied knowledge you seek, roll your willpower difficulty 2. If you fail you suffer a dominance compulsion as you become obsessed with seizing the secrets denied to you.

ACT	RATIONALE	STAINS
Exhibiting compassion for others.	The fates of lesser beings are of no concern to the transcendent.	4
Failure to experiment, even at risk to oneself.	There can be no revelation, no progress, without risk.	3
Failing to ride out a frenzy.	A Cainite must master the beast if they are to transcend.	2
Sharing knowledge with another.	The secrets of transcendence are not for lesser minds.	2
Asking another for knowledge.	Knowledge must be earned to be of value.	1
Postponing feeding when hungry.	Hunger causes distraction.	1

Path of Caine

For as long as there have been Vampires, there have been those who have tried to understand the origins and extent of their condition. For many of these scholars and philosophers, the myth of Caine answers a great many questions. Whilst there are those Kindred who would be deemed Noddist Scholars, to be a true adherent of Noddist philosophy is another matter altogether.

BEARING

Add one third of your path rating rounded down to any roll that relies on another's perception of you as a devout Cainite scholar.

COMPULSION

When confronted by ideals contrary to Noddism roll your willpower difficulty 2. If you fail you suffer a dominance compulsion as you strive to prove the superiority of Noddist doctrine regardless of the context.

ACT	RATIONALE	STAINS
Denying vampiric needs (by refusing to feed, showing compassion, or failing to learn about one's vampiric abilities)	You must not deny your true self if you are to draw closer to Caine.	4
Failing to pursue lore about vampirism when the opportunity arises	Every scrap may hold the secret's of Caine's wisdom, they must be sought out.	3
Failing to ride the wave in frenzy	The beast is yours to command, do not be driven by it.	2
Showing disrespect to other students of Caine	All those who are of Caine, are due the respect owed their heritage, so long as they seek to understand themselves.	2
Failing to diablerise a 'humane' vampire	Those who bind themselves with mortal morality, surrender their potential.	1
Failing to engage in research or study each night, regardless of circumstances.	Truth cannot be found without rigour.	1

The Path of Paradox

A derivation of older paths practised by the Ravnos, the Western Path of Paradox became the path of choice for many Ravnos Antitribu within the Sabbat. Focussed on fierce individualism and a rejection of all laws, the Path brings with it no small amount of danger.

Practitioners themselves, are callous, cruel and utterly debaucherous; a danger to anyone unfortunate to cross paths with them. For this reason, there are many who actively seek to destroy practitioners of this Path, not least of which those Ravnos who still ascribe to the older paths of Paradox.

COMPULSION

You believe that you are in the exact time and place you're supposed to be. Whenever your purpose is questioned by others roll your willpower difficulty 2. If you fail, you suffer a dominance compulsion and begin preaching at the unfortunate who dared to challenge you regardless of context.

BEARING

Add a third of your path rating rounded down to any roll involving the Manipulation Attribute.

ACT	RATIONALE	STAINS
Becoming blood bound.	Accepting the bonds of another makes you naught but an extension of their will.	4
Actively hindering change; allowing others to know one's true motives.	Change is the only constant you must embrace and elude the expectations of others.	3
Being caught stealing or engaging in subterfuge.	Your actions invite scorn, and retribution; hide your actions from those who would stop you.	2
Failing to gratify your desire.	The undead state guides us to seek out desire. To deny these desires is to be truly dead.	2
Refusing to lead a disbeliever into the light, or into destruction.	Guide those who'd walk the path, destroy the rest so they cannot oppose you.	1
Showing any concern for mortals.	Undeath is liberation from such trifling concerns.	1

The Path of Typhon

Put simply the Typhonists seek to realise one goal, the resurrection of Set himself. For the Typhonists, Set is a being greater than Caine. A being that allowed the father of vampires to embrace him so that he might use the descendants of Caine to wage his true war against other divine beings such as Gaia and Lilith.

To this end, the Typhonists corrupt all about them to bring them under their sway. Many view them as nothing more than drug-pushers, pimps, and arms dealers. But in truth this is all a means to an end, letting them ensnare those who might be useful, all so that they might better serve Set's eventual resurrection.

COMPULSION

Whenever you are confronted by someone resisting a base urge, roll your willpower difficulty 2. If you fail, you suffer a dominance compulsion as you are compelled to bring about their descent.

BEARING

Add a third of your path rating rounded down to any attempts to resist the powers of True Faith or to win over new converts.

ACT	RATIONALE	STAINS
Refusing to aid in Set's resurrection.	This is the purview of unbelievers.	4
Failing to take advantage of another's weakness.	Our purpose is to serve Set, not to give succour to fools.	3
Failing to pursue occult knowledge.	The secrets of Set's return may be hidden anywhere.	2
Failing to observe Setite religious ritual.	Through his ways you come closer to Set.	2
Failing to destroy a vampire in a state of Golconda.	Those who transcend, cannot be brought low to serve Set's plan.	1
Pursuing one's own indulgences instead of another's.	Vice is a means to serve Set's cause, not an end in itself.	1

Ritae

Pater Tenebris, Dona Nobis Clementiam. Pater Tenebris, Dona Eis Clementiam. Gladius Ex Cainis. Amen'

The Sabbat was born in a pair of twin fires, those lit by the Neonates of the first Anarch Revolt and those of the church-led Inquisition. The fires of the former led the Sabbat to define themselves in eternal opposition to the ancients and to their puppets, the elders that formed the Camarilla. The fires of the latter served to form the organisation and culture of the Sabbat. The Vaulderie became a sacred ritual amongst the Anarchs of the first revolt for its ability to liberate them from their elders. But its similarities with Christian rites were not lost on the Cainites of the era.

As such, in addition to borrowing titles and nomenclature, the nascent Sabbat started to develop a number of rites and rituals, mocking dark mirrors of those practised by the Christians who'd sought to persecute them.

In the modern nights, the Ritae are a cornerstone of the Sabbat. They serve as rallying points for the Cainites sworn to Caine's service. They remind them of their duty, of the virtues they must uphold, and of the legacy they carry. Whether leaping over roaring bonfires before battle or solemnly reciting verses from the Book of Nod, Sabbat the world over conduct many common rites to remind them of who they are.

But for every similarity, there are also variances. There is no set book of practice amongst the Sabbat, no united seminary school where the Pack-Priests are able to gather and hone their craft. Instead, each Pack-Priest learns their trade from the Sabbat who came before them, observing, assisting and ultimately conducting rites in a way that suits them. Thus, whilst two packs might both choose to enact a Fire-Dance the two rituals might look extremely different. The former might be a solemn affair to start with the pack gathering silently as the Pack-Priest lights the fire and beats a drum to drive his packmates to the brink of frenzy. Meanwhile the latter might more closely resemble a gathering of teenage daredevils, pounding music from car-speakers thundering into the participants as they dare one another to take yet another leap over the flames.

THE AUCTORITAS RITAE

The Vaulderie

System: See 'The Morality of the Sabbat' for rules on how the Vaulderie functions mechanically.

The Blood Bath

This Ritus is performed whenever Sect leaders wish to recognise the appointment of a new Sect leader such as a Bishop or Cardinal. A vessel is prepared into which all who bear witness to the Cainites ascension add a portion of their blood. The Cainite then strips naked and bathes in the blood provided. The blood is sometimes then consecrated as a vaulderie, all those who will serve under the new leader then partake of the blood. The newly anointed leader speaks to each of the contributors giving them advice or acknowledging all they bring to the Sabbat.

System: If a Sabbat leader hasn't received the Blood Bath they count as having the shunned flaw when trying to command any Sabbat, not of their own Pack. The penalty from this flaw is reduced to one die if the leader has received the Blood Bath, and the Sabbat they are trying to command merely thinks they might not have undergone the rite.

The Blood Feast

A ritual meal that is the cornerstone of any formal Sabbat gathering. The Blood Feast expresses the Sabbat's will to exist as the ultimate predators, whilst also providing practical sustenance during a gathering of so many Cainties.

Prior to the feast, a specially created pack or hunting party is dispatched to collect humans and possibly even rogue vampires before the feast. Much shouting, cheering, and bearing of fangs meets the hunting party as it returns to make a formal presentation of the victims to the highest-ranking Sabbat present.

The official receives each victim and thanks the hunter by kissing her forehead. The victims are then seized upon by servants and either bound or nailed up at head height. The night after the presentation ghouls or low-ranking Sabbat prepare the feast location by placing the vessels in accordance with the wishes of the rite's leader. Guests then begin to arrive for the feast proper and once all have gathered the victims are consecrated. The Priest, Bishop, or Archbishop holding the ritae leads this act dedicating the vessels to the Sabbat.

Dedications complete the Cainites gather and feast! The Sabbat leader who conducted the ritae is always granted the choice of victim and of first blood.

System: Any Cainite who was part of the hunting party who has their victim acknowledged by the leader of the Ritus gains a dot of temporary status (Blood Feast Attendees).

When feeding on the victims at this gathering Cainites slake an additional point of hunger for each point slaked. Additionally, if they'd consume enough to reduce their hunger to zero, then they can do so regardless of whether they drained a mortal dry.

NOTE

The Sabbat Inquisition and Black Hand were not above censuring those who came to rely too much on the Blood Feast for their sustenance. Becoming decadent lords awaiting a meal brought by their lesser is not the way a Sabbat leader should behave. What's more, with the Second Inquisition a threat pursuing the sect the world over, the mass-kidnappings and blood-stained halls that result from this ritae can swiftly prove liabilities if not managed carefully.

The Binding

Held on the Winter Solstice each year, and usually near water, this rite is a formal renewal of the oath of allegiance to the Sabbat. This simple ritae underpins the survival of the Sabbat, committing all to annual display of public loyalty.

In many cities, the local Sabbat leader oversees the renewal of vinculum ties amongst their subordinate Cainites. What's more, they must hear all grievances brought before them on this night. Typically these grievances are then forgiven, though Cainites are devious and may twist this expiation to include only one offence.

System: For one month following the Binding, vampires who participate in this rite gain one additional die to frenzy and degeneration rolls when in the company of vampires with whom they shared this ritae.

The Creation Rites

These rites are integral to acceptance within the Sabbat, one is not true Sabbat, a true Cainite without having received these rites. Whilst they vary wildly, ranging from trials of strength and intellect to gangland-style initiations, they are universally cruel and harrowing. More often than not a prospective member of the Sabbat will suffer at the hands of 'true-Sabbat' before finally being given the honour of becoming a true equal.

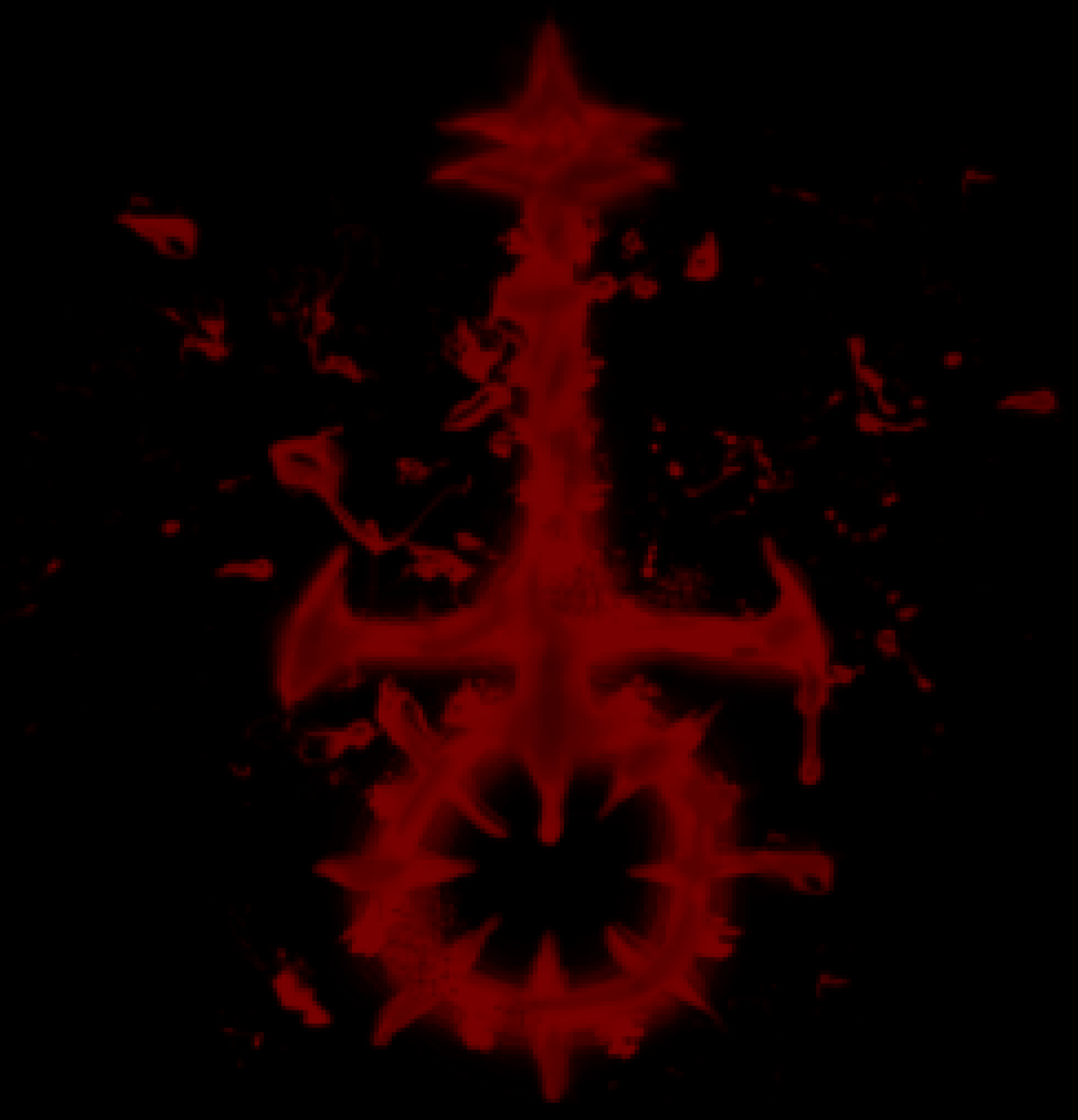
During this final initiation, the candidate swears an oath to the Sabbat, renewed once a year during the Binding.

System: A Cainite that has not undergone the Creation Rites cannot partake in a Vaulderie by contributing vitae but must drink from the chalice.

NOTE

For the purposes of providing alternative touchstones, whilst a Vaulderie may be performed with other Sabbat, it doesn't generate new touchstones unless all those involved received common Creation Rites or Acceptance Rites.

‘Of my own free will and accord, I, son/daughter of Caine, reject the Antediluvians and dedicate myself to their destruction. I swear my soul to the Sabbat, and damn all those who stand against us. Hear me, brothers and sisters! Your enemies are my enemies. Your victories, my victories. Your blood, my blood. So shall it be, until the end of all things.’



The Fire Dance

Fire is anathema to all Cainites, for the Noddists of the Sabbat believe the aversion to flame to be a curse from the Angel Michael himself. Yet the Sabbat are true fanatics, they do not hesitate to unleash fire against their enemies, and by tempering the courage seek to master their fear. In some Sabbat circles, to have not danced in a Fire Dance is to not be true Sabbat.

The Priest conducting the ritual creates a grand bonfire. Drums, chanting and music are then used to drive the participating Cainites into a trance-like frenzy, where they will dance in a circle about the bonfire.

System

Each participating Cainite must choose the complexity of the manoeuvre they wish to perform, gaining the requisite rewards or suffering the associated penalties should they fail.

ACT	DIFFICULTY	FAIL	SUCCESS
Simple Jump	Dex+Atheltics 2 Fear Frenzy 2	1 Damage (Agg) Fear Frenzy 3	1 Additional die on all frenzy checks for the next 3 nights.
Advanced Jump	Dex+Atheltics 4 Fear Frenzy 2	2 Damage (Agg) Fear Frenzy 3	2 Additional die on all frenzy checks for the next 3 nights.
Acrobatic Jump	Dex+Atheltics 5 Fear Frenzy 3	3 Damage (Agg) Fear Frenzy 3	2 Additional die on all frenzy checks for the next 3 nights. Additionally, on a critical win, gain a temporary dot of Status (Sabbat)

The Games of Instinct

Macabre twists on common children's games, the Games of Instinct serve a three-fold purpose. Firstly, they serve to foster camaraderie and competition amongst the Sabbat, pitting them against one another in manners that are, at the very least unlikely, to end in final death.

Secondly, they serve as a way for Sabbat to demonstrate their superiority over others. Sabbat may abuse and hunt: humans, Kindred, or even Garou as part of these games proving their might and skill.

Lastly, the Games of Instinct offer the Sabbat a chance to train and hone their skills. As the games played by lion cubs and other predators allow them to prepare for a future as predators, so too do the Sabbat's Games of Instinct let them prepare themselves for the true tests of battle against the Sect's enemies.

System: Games of instinct provide a one die-bonus to the pack or Cainite that wins the game. The bonus applies on a skill roll determined by the game played; examples are included alongside each game and lasts until the end of the story. Only one bonus may be held at any one time.

Cops & Robbers

Associated skills:
Athletics, Firearms, Larceny, Stealth

The Cainite participants form two rival teams, the objective is simple: incapacitate or capture the entirety of the rival team before they do the same to you. Typically this game is played in a rough or bad part of the city, with one team given an hour or so to secret themselves within the pre-arranged area. Given the innate resilience of vampires, it is hardly surprising that bullets and blades aplenty fly during these games. The goal is not to kill the other participants, thus the stake remains the weapon of choice for most Cainites.

Demolition Derby

Associated skills:
Drive, Athletics, Craft, Technology, Science

Rival groups of Cainites steal cars and bring them to the chosen battleground at the specified time and date. Pack members then set the cars alight and drive them headlong at rivals, blazing along car parks, streets, or drainage aqueducts. The intent of the game is to force the other pack to abandon their vehicle. The pack who leaves their burning car last is the winner.

Dogtagging

Associated skills:
Athletics, Brawl, Firearms, Melee, Stealth, Survival

A game only played by the bravest, most powerful, or most suicidal of packs, Dogtagging involves hunting down a Lupine. Typically, the pack will load up on weapons, find a sturdy vehicle and set off to cause chaos, hoping to draw the beast out.

When it emerges the pack will attempt to subdue it so they can tag its ear with a tag similar to that used on cows. The creature is then set loose whilst the pack gets far away before the embarrassed creature returns with friends! Some packs take the game a step further and having captured the beast kill it to take trophies of their victory, and to rid themselves of an enemy that might otherwise return later!

Rat/Bat Race

Associated skills:
Awareness, Stealth, Survival, Melee, Brawl, Firearms

A human is sealed into a labyrinth of some sort: a factory, sewer system, or abandoned office. The mortal is armed with weapons that can harm a vampire, chainsaws, shotguns, etc. The participants in the game start at varying points in the maze and all compete against one another to hunt down and kill the hapless mortal. The first Cainite who subdues and drains the mortal is the victor. This is more easily said than done however because participants are at liberty to do anything save kill their fellow competitors.

Two popular versions of the Rat-Race also exist, both known as the Bat-Race. In the first version of this game, the participants draw straws and the loser is the prey for the game, though in such instances it’s rarely to final death. In the latter variant another vampire is captured and brought in to be the prey, and unlike in the first version are shown no such mercy.

Rousing the Beast

Associated skills:
Athletics, Brawl, Melee, Survival, Occult

This game takes the form of an individual challenge performed before onlookers. A Sabbat taking part in the game must find a failed shovelhead embrace (difficult to begin with as such embraces are usually only conducted during sieges or crusades), excavate and then subdue them. This is easier said than done when one factor in the difficulty of finding and accessing such a target. Then there is the difficulty of subduing the sorry-creature. A failed victim of the mass-embrace excavated from its dark earthen-prison swiftly frenzies, the starving creature trying to destroy the Sabbat that freed it. The Sabbat then faces the most dangerous part of this game, slaying the creature at close quarters. Whilst not a mandatory part of the game, the use of ranged weapons is typically rejected to truly test the mettle of the one completing the challenge.

Duck Hunt

Associated skills:
Firearms, Awareness, Athletics

A game completed in pairs, Cainite marksmen and spotters take a position at a fixed firing point. Then a number of captives (typically mortals, but sometimes vampires) are released and shepherded forwards across an expanse of ground. This ground is usually littered with some modicum of cover for the prey to make things interesting, but those driving the prey forwards (colloquially called beaters) are not allowed to deliberately put themselves between the shooters and their prey.

The shooters each have to shoot and have their kills tallied by the spotter. Shooters and spotters usually volunteer from the same pack, with spotters then tallying kills for a shooter from a rival pack to ensure fairness. The Cainite with the most confirmed kills at the end wins.

Monomancy

Amongst the Sabbat, civility and a quiet nature are not virtues found in great abundance. Unsurprisingly for a sect of warriors convinced they are the ultimate predators there are often a great many differences of opinion and these matters often risk turning violent extremely quickly.

In most cases, these disputes are settled with what civility (and occasionally force) the Sabbat involved care to muster. However, for more serious affronts Sabbat make recourse to the ritae of Monomancy, ritual combat officiated over by a pack-priest.

Typically, Monomancy duels are only practised between ranking members of the Sabbat's packs. Younger members are seen as too hot-headed, too likely to resort to ritual combat the first time their packmates piss them off. As such the rite of Monomancy is conducted by a priest, who receives the challenge at the same time as the challenged. The Priest then has a month to decide whether the grievance in question warrants the Monomancy or not. If the Priest believes there is merit in the demand for Monomancy, then the challenged has the right to refuse (though unless the challenger is so beneath their notice, there is no real choice).

If the dispute happens within a single pack, then only the Priest of the pack needs to be consulted. However, during disputes between packs, it is typical for one or both of the pack-priests concerned to refer the matter to a superior who is willing to act as a neutral arbiter, with the role typically being filled by a local Bishop (This referral of duels up the chain of command repeats, theoretically all the way to the Regent, with disputes between Bishops being referred to Archbishops and so on.)

Victory in a Monomancy is something that varies widely, as does the general etiquette surrounding it. Not all Monomancy duels are directly combative affairs, other times taking the form of intellectual competitions popular amongst the Lasombra or even tests of one's underlings, popular with the Tzimisce and Ventrue Antitriubu.

This said, a standard form of Monomancy becoming increasingly popular amongst the Sabbat, is a one-on-one duel fought within a 30-foot/10-meter diameter circle. The time of the Monomancy is fixed, taking place at midnight on the evening of the first new moon following the acceptance of the challenger's selection.

The participants will be offered ceremonial weapons provided by the arbitrator at the choosing of the challenged (they may choose unarmed). Further, unless otherwise specified no disciplines may be activated prior to entering the circle.

The contest is then settled when either combatant renders their opponent torpid, or drives them out of the circle.

System: Once a Monomancy has been approved by the necessary arbitrator, the challenged must decline or accept the challenge. To decline a challenge, the challenged should possess at least 2-dots greater status than the challenger. If this requirement is not met, then should the challenged decline the Monomancy they lose a dot of status. (They will also be subject to social ostracisation, criticism by superiors, and may even face investigation by the Black Hand or Inquisition.)

However, if the challenged accepts the Monomancy, the challenger sets the time and location of the duel. The challenged then sets details such as whether weapons and disciplines are permitted or not.

Regardless, a Monomancy duel is entirely at the behest of the priest officiating. They reserve the right to alter the conditions of the Monomancy as they see fit and the duel, starts, ends or is aborted by their word. A Priest can even nullify a Monomancy retroactively, though such retroactive corrections must be handled with care.

Sermons of Caine

For the Sabbat Caine is the ultimate exemplar of all vampires can aspire to be. What's more, his word passed down through the ages forms the core of their beliefs. The portents of Gehenna, the laws by which the Cainites must live, and the prophecy they stand to avert, is all laid down in Caine's holy word.

As such, fervent Cainites of the Sabbat often preach from the Book of Nod and its associated texts, sharing with their brothers and sisters the wisdom of Caine.

System:
The Cainite leading the Sermon chooses a Chronicle from the Book of Nod and makes a Charisma + Occult or Charisma + Performance roll, difficulty equal to the number of Cainites they wish to gain the benefits of the ritae. On a success, the Cainite's involved in the ritual receive one of the benefits detailed below, dependent on the selected chronicle, for the next three nights.

ACT	RATIONALE
Chronicle of Caine	Gain a die to resist any hostile influence that attempts to control you. (Including disciplines such as Dominate, Presence.)
Chronicle of Shadows	Gain a die to any check relating to the enactment, discussion or debate of Caine's Laws. (Typical pools: Persuasion, Academics, Occult.)
Chronicle of Secrets	Choose an enemy listed in the Chronicle of Secrets (Lupines, Lilins, Servants of the Antediluvians). You gain an extra die on brawl, firearms, melee, and discipline rolls against your chosen enemy.
Black Hand Fragments (Black Hand Characters Only)	Reduce the difficulty of the frenzy caused by the torporing of a packmate with whom you have performed the vaulderie as well as the number of stains suffered by 1, to a minimum of 0.

The War Party

The War Party is amongst the most powerful of the Sabbat's rites and confers Caine's blessing upon Cainites that will hunt down and slay one of the sect's enemies.Packs are called to gather at a set location by the Priest overseeing the rite. Packs may choose to perform other ritae as they wait such as the Vaulderie or the Fire Dance.

When the rite begins, the Chief of the War Party (typically the highest-ranked Priest present) offers the challenge. 'Do you come freely to war, and do you take up this noble cause, never resting until the blood of our enemy is spilt?'
Each pack stands in column behind their leaders, with the Ducti shouting an affirmative 'We do!'

The challenge accepted, the quarry is revealed, invariably an elder of a rival sect or other dangerous foe. The packs involved in the ritae will compete against one another for the prize, yet direct violence is typically reserved for the target and anyone foolish enough to protect them.
Those consecrated for a War Party stand to gain immense prestige, not to mention the benefits of diablerie if they are successful. However, they also risk great shame should they fail and more than one pack has driven itself to final death attempting to bring down its quarry rather than face such disgrace.

System: For the rest of the night on which this ritae is performed, all under its effect gain 2-bonus dice. These dice may be added to any roll called for during the hunt. Once each die is used it is expended.

The victor gains the effects of the diablerie as normal, all members of the victorious pack gain a temporary dot of Status (Sabbat), that lasts until the conclusion of the next grand Sabbat ritual or until they are defeated in another War Party. (Most Priests will expect some form of a trophy in order for this renown to be confirmed.)
A Priest can only cast the War Party on a number of Cainites equal to three times their willpower.

The Wild Hunt

Superficially the Wild Hunt is not dissimilar to the Blood Hunt of the Camarilla. It is called by a Priest when a Sabbat turns traitor, especially in cases where the individual leaks information of a vital nature. The key difference between the Wild Hunt and the Camarilla's tame Blood Hunt, is that the former also involves the eradication of anyone, Cainite, kine, or otherwise, that may have learned any of the sect's secrets.

The gravity of the Wild Hunt varies depending on the depth of the treachery involved. Packs police their own ranks, but potentially even a Cardinal can be involved if acts are sufficiently heinous.

Irrespective of scale, the Priest calling for the Wild Hunt must publically announce the Bans of the Hunt (a full list of charges against the accused) and a location. The accused has three nights to face their accuser and answer the charges.

The rebuttal offered by the accused is considered by those Sabbat leaders present, typically the local Ducti. If they judge the rebuttal sufficient, then they may demand either that the accused be granted the 'mercy' of the Contrition Ritus, or be absolved of the charges if found innocent.

If the Ducti or other Sabbat leaders find the rebuttal insufficient, then the accused has the final option of demanding a Monomancy with their accuser. If a challenge is not given or the accused does not appear in the three nights given, then the Wild Hunt is called.

The accusing Priest gathers those Sabbat to be involved and formally calls them to the Wild Hunt, which may be done in conjunction with a War Party.

The packs then begin hunting down the traitor and once caught, the offending Sabbat is staked and brought before the one who called the Wild Hunt. Here their crimes are recited by the Priest, and the pack then inflicts its punishment upon the traitor. All manner of torture may befall a traitor, but when they lie broken, they are finally thrown still staked upon a consecrated pyre to be burned. Recitations are made from the Chronicle of Caine as the traitor burns, to remind the Sabbat of the importance of unity and loyalty.

System: Any participant in a Wild Hunt can ignore the first stain they receive as part of the ritae. Additionally, the Sabbat who bring down a traitor and bring them before their brothers and sisters gain a temporary dot of status (Sabbat) until the story's conclusion.

A Sabbat whose rebuttal results in a Contrition ritus is dealt with as fitting that ritual. A Sabbat branded a traitor by this Ritae, however, loses all rank and status within the sect. Additionally, all Vaulderie ties to them are instantly broken (though a traitor's own ties to others remain intact). Nothing short of a pardon by the Regent themselves can save them now.

Until their final death or pardon, those branded traitors by this Ritae receive mystical marks upon their flesh. The first of these appears when the ritae is invoked and another appears after the three days to answer the sentence has elapsed. These marks usually appear on the forehead, nape of the neck, or one of the victims' hands. The marks are always the same however, ever-bleeding scares in the form of the Sabbat Ankh.

The Palla Grande

Of the Auctoritas Ritae, the Palla Grande is most definitively the highlight of the Sabbat's ritual calendar.

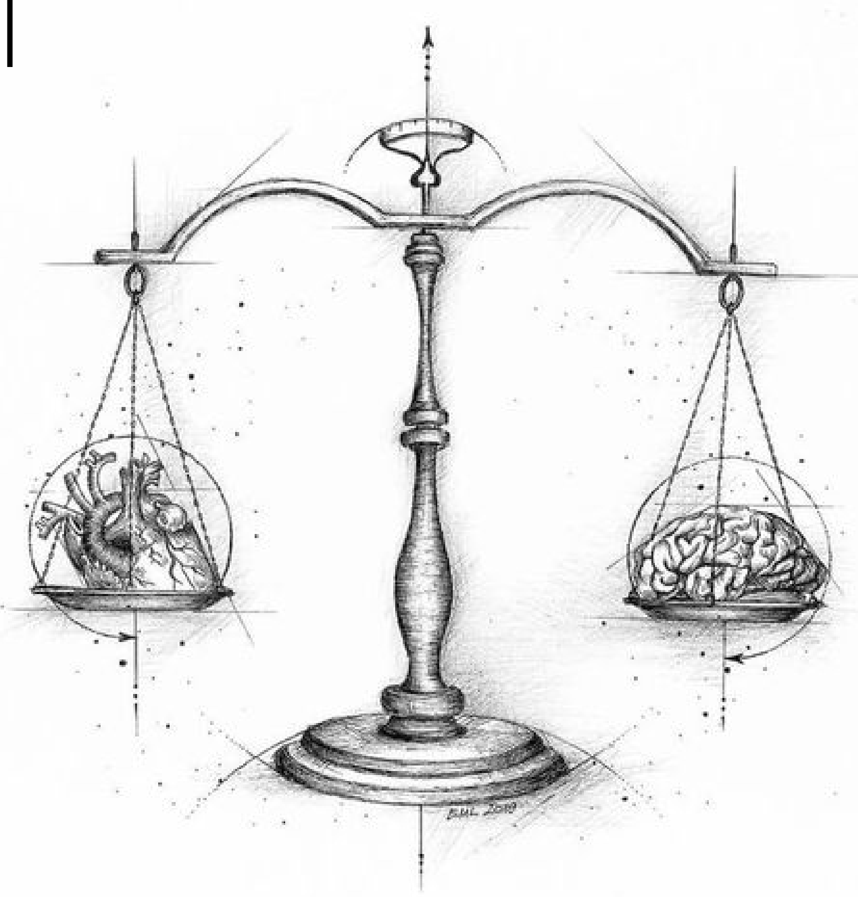
The Grand Ball takes place on All Hallows Eve, and all Sabbat are expected to attend. Coven packs typically oversee the majority of the organisation, but Nomadic packs almost universally make the effort to be in a city where celebrations will take place.

The details of the affair itself vary widely, everything from macabre masquerade balls to rave-like affairs.

Ranking members of the Sabbat will often compete with one another to have the most elaborate costumes. Busy are Tzimisce skilled in Fleshcrafting when Palla Grande draws near!

Hidden away from the more public debauchery, the Sabbat also consecrates a Blood Feast at the Palla Grande. The public The public location of the event and it's occurring on a Halloween night makes it all too easy to lure in mortals looking for a good time.

The main event of the evening, however, is the midnight re-enactment of a great event from vampiric legend or history. Everything from the slaughter of Abel by Caine to dramatic interpretations of the signs and portents of Gehenna have graced the stage of the Palla Grande. The performance is organised, acted and performed by Cainites, but events depicting sacrifice often encourage audience 'participation'.



Following the final act of the play, all Sabbat present retire to the Blood Feast for a special version of the Blood Bath.

The Archbishop of the city sits in a specially prepared vessel beneath the victims of the Blood Feast. The vitae is allowed to flow freely over the Archbishop to represent the powers and vitality of the Sabbat. Each vampire present then adds some of their blood to a chalice consecrated for a vaulderie, before pouring the contents into the Archbishop's vessel.

The Archbishop meanwhile, performs ritae within the blood, the accounts of which vary from city to city, with many claiming that they bestow strange and extraordinary powers for the night of the Palla Grande.

After the Blood Bath, all the Sabbat present begin a frantic dance of undeath. Music bellows deafeningly loud, Sabbat drink from the Archbishop's vessel, the bound vessels and any unlucky mortals still alive at the proceedings! This frenzied bacchanal continues until the morning with many present frenzying during the decadent display.

Once the evening's revels conclude, the Sabbat ghouls take care of the clean-up. Loose-ends are dealt with efficiently and mercilessly. Unfortunates who saw or learned too much are variously afflicted by dominate, embraced or simply killed as circumstances dictate.

System: In addition to the benefits of the Blood Bath and Blood Feast all Cainites present completely replenish their willpower, healing any superficial or aggravated willpower damage.

The Festivo dello Estinto

The 'Festival of the Dead' occurs during the entire second week of March. All Sabbat in a city take part, and nomadic packs make their way to Sabbat strongholds in order to partake of the festivities.

The Festivo dello Estinto opens once the highest-ranking priest in town declares it underway. For this week, very little is taboo, and as much happens behind closed doors as amid the festival's events proper.

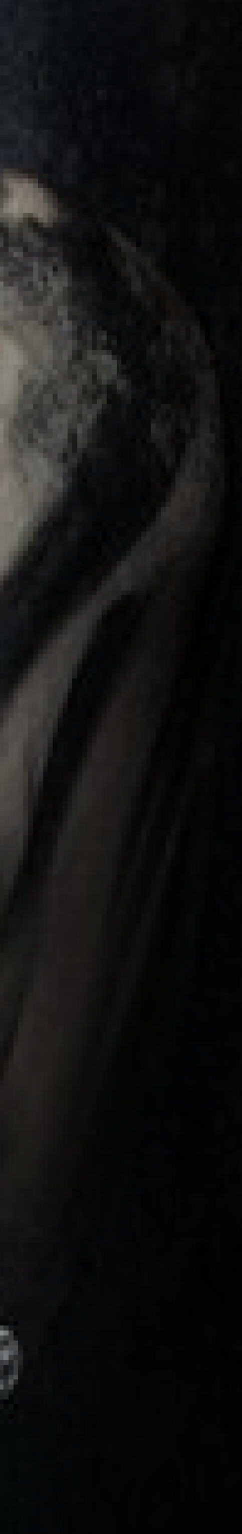
The entire festival is designed as a celebration of all it means to be a vampire, to laugh in the face of death by celebrating Caine given immortality. The celebration culminates in a Blood Feast of epic proportions, and nightly vaulderies are held amongst and between packs.

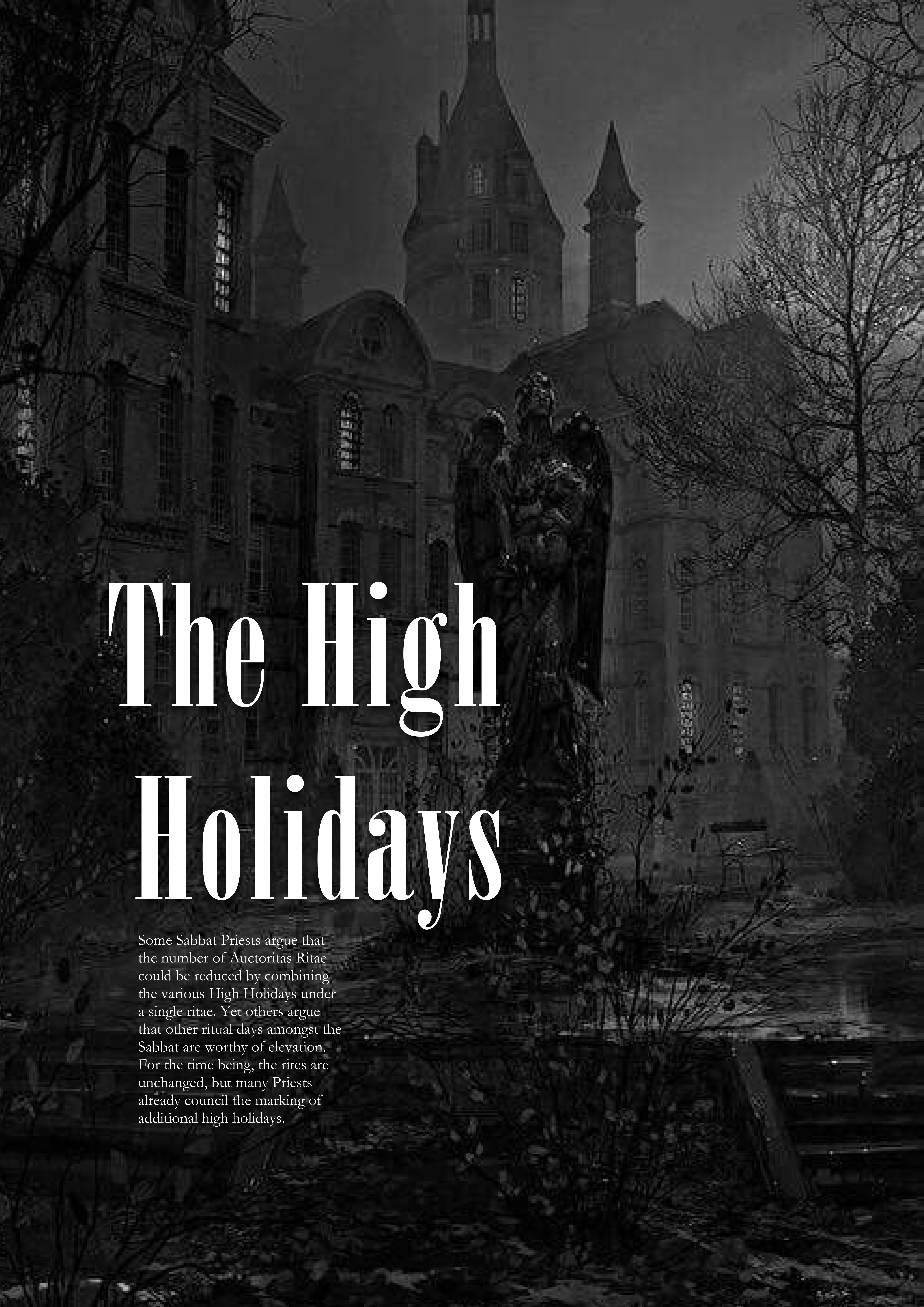
The specifics of the festival, however, vary massively from city to city, and from pack to pack. Some packs engage in scarification; others dance macabre waltzes around bonfires with disinterred corpses for partners; whilst others re-enact passages from the Book of Nod.

In the background, the Bishops and Archbishops whip the strange revels to higher and higher peaks. They drive their charges to revel in ever-greater sadistic debauchery to truly revel in the majesty of the Cainite condition. The Sabbat spends an entire week on these revels, socialising and gorging on vitae.

Rivalries and Monomancies are put aside, and the Sabbat Loyalist and Ultraconservative alike unite in a show of solidarity, to bring Hell unto the Earth.

System: In addition to the benefits of the Blood Feast, all Cainites present completely replenish their willpower, healing any superficial or aggravated willpower damage.





The High Holidays

Some Sabbat Priests argue that the number of Auctoritas Ritae could be reduced by combining the various High Holidays under a single ritae. Yet others argue that other ritual days amongst the Sabbat are worthy of elevation. For the time being, the rites are unchanged, but many Priests already council the marking of additional high holidays.

Palla Grande

The largest and most revered of the High Holidays, the Palla Grande occurs on All Hallows Eve. It is a time to re-enact passages of the Book of Nod, and to scheme. The event is a dark masquerade ball with politics throughout. The event also oft plays host to the Sect's yearly Ecumenical Council.

System: See 'The Palla Grande'

The Festivo dello Estinto

The 'Festival of the Dead' occurs during the second week of March. The mass revel is a Bacchanalian celebration of the vampiric condition. A grand unifier for the Sabbat, as Loyalist and Ultraconservative alike, unite for the celebrations.

System: See the 'Festivo dello Estinto'

Walpurgisnacht

This festival occurs on the 30th of April, exactly half a year after the Palla Grande. Walpurgisnacht is a celebration of the Sabbat's founding. They tell tales of Silchester and the First Anarch Revolt and give praise to the Anarchs who never knelt. Many childer are ritualistically embraced during these celebrations, and it is seen as an auspicious sign to have been embraced on the 30th April.

System: Any Sabbat who takes part in the celebrations gains 1-die to any check that involves resisting authority, for the next month inspired by the tales of the First Anarch revolt.

Additionally, any childer embraced on the 30th April receives one dot of status, that lasts for a week or until they displease their superiors.

The Sacrificial Revel

The Sacrificial Revel, traditionally held in February, is a sombre holiday. The Sabbat celebrates their freedom, telling tales of sacrifices made for the Sect in the previous year, and remembering those who died for the cause down the centuries.

Amongst the most pious Sabbat, discussions are held, and with due sanction, certain members of the sect may be raised to a state akin to Martyrdom, their paraphernalia and even pieces of their bodies gathered into reliquaries.

System: Any Sabbat who partakes in these remembrances reduces the difficulty of frenzy caused by the torporing of a packmate by one for the next month.

The Eides of Caine

The central theme of this High Holiday is that of the murder of Abel, and Caine's exile from Eden. Celebrated in late August, during the time of the first harvests, it is celebrated with the unveiling of works of dark beauty.

Sculptures, compositions, plays, fleshcrafted masterpieces and orations are all dedicated in Caine's honour.

System: Those who contribute an artwork to the celebrations stand to gain favour with other members of the Sabbat. Contributors receive one-dot of temporary resources representing the rewards received from their fellow Sabbat.

THE INGOBILIS RITAE

Allegiance Ritus

Before the acceptance Ritus occurs, a vampire already embraced but not yet Sabbat must go through the Allegiance Ritus. This ritus may go on for years before the recruit is granted the Acceptance Ritae. It is especially important for defectors of other sects, and they suffer some of the longest and most grueling Allegiance Ritae.

System: Those undergoing the rite are variously branded, scarred, or tattooed through the use of Vicissitude to remind them of their place.
In addition those undergoing this ritus must stand behind their packmates during Auctoritas ritae; must drink last in the Vaulderie and may not contribute blood to it; and may not read or discuss passages from the Book of Nod aloud.

Acceptance Ritus

Utilised to bring new members into a pre-existing pack or when changes are made to pack leadership, the Acceptance Ritus is sometimes earned quickly and other-times can take years. Each member of the pack must recognise the new member in a personal manner: a gift or sharing blood are both accepted and common tributes. The Sabbat being accepted then makes a formal oath of allegiance to each pre-existing pack member.

The function of the Acceptance Ritae is mostly social and less-so supernatural. A Sabbat may have long ago earned their Creation Rites but be denied acceptance for some perceived failing. However, in the modern nights some Sabbat have noted that the Acceptance Ritus has come to influence the ties forged by their Vaulderies.

System: The Vaulderie only creates convictions and touchstones for those who partook in shared Creation Rites or who underwent an Acceptance Ritus.

Contrition Ritus

The Contrition Ritus is essential amongst the Sabbat. Even the most dedicated of Sabbat stumble, and the Ritus acts like a Catholic confession, allowing them to confess their sins and receive penance. Of the Ignoblis Ritae many count the Contrition Ritus as the most important as Pack Priests, Ducti and even agents of the Black Hand and Sabbat Inquisition offer contrition or death to wayward Sabbat.

Were it not for the objections of the Ultra-Conservatives it is possible that it would've been elevated to the status of an Auctoritas Ritae.

The penitent need not issue a formal apology to the aggrieved, but they must state what action they will atone for. This statement is made before their pack priest, the aggrieved and their pack priest, in a public place determined in advance.

The intent to atone made clear, the penitent's pack-priest will then set them a task. The task must be one that can be completed in three nights, but the tasks vary widely, depending on the offence. A Sabbat that lost weapons needed for an attack might be expected to secure replacements, or to replenish a pack's funds from any personal resources they possess.

However, matters are complicated by the participation of the aggrieved's priest who sets a complication for the task. 'You may only do so with a pistol', or '… which must be retrieved from the local Anarch Baron' and other similar stipulations are not uncommon. Task set, the penitent has the right to request the assistance of one other Sabbat, a second, typically from their own pack.

System: If the Cainite completes the task set by the Priests, and receives no support save for that of their second, then they are forgiven their transgression. Vengeance, further argument or persecution are not tolerated (though not unheard of).
If the penitent receives the aid of a Sabbat who is not their second, does not adhere to the strictures of the task, or simply fails to complete it before three nights pass, both Priests are mystically made aware by this Ritus.
The penitent is stripped of all status, rank or respect. They cannot gain dots in Status from any source nor the benefits of any title for six months.

Stealth Ritus

A combination of mysticism and practical preparation, the Stealth Ritus is used to secure good fortune in operations requiring subtlety. Participants tear out each other's tongues, casting them into a fire. A pack's Ductus and Priest typically bow out so they can issue orders, but some packs especially those of the Black Hand have developed elaborate hand signals to allow them to coordinate without speech.

System: Until members of the pack choose to heal they are unable to speak or to call out in pain. In addition, the leader of the ritae (typically the pack priest) rolls dexterity+stealth, on a critical all members of the pack who tore out their tongues receive an additional die on stealth checks provided they don't regrow their missing tongues.

Ritus of Thanksgiving

This ritae is less of a conventional thanksgiving and more of a boasting match. Members of the Pack or Esbat partaking in the ritae take it in turns to tell of their exploits. 'I thank Caine for his favour when I…' is a typical opening. When all the Sabbat have spoken they decide on whose story was the most impressive.

System: Roll either a charisma (if being truthful) or manipulation if (exaggerating) + performance roll. The participant with the greatest successes earns a 1-dot contact representing another participant that will answer their call once before expiring.

Sun Dance

The Sun Dance is a test of a Cainite's stamina and bravery. The participants dance in a hypnotic dance around a symbolic depiction of a blazing sun from sunset to sunrise without pause until they collapse exhausted in blood-drenched sweat.

Cainites are expected to dress for the occasion, commonly wearing frightening masks and red body paint is common. The test of stamina complete, the second part of the ritual begins wherein the collapsed participants see who can remain in the open the longest before the sun rises.

System: Those participating in the Sun Dance must roll a performance + stamina check to see who can last the longest in the dance. To remain out in the sun requires a willpower roll. Settle any ties with further willpower contests until only a single Cainite remains.

The Cainite who managed to dance the longest gains a temporary dot of stamina (and health) for the next night.
The Cainite who managed to stay out the closest to the dawn gains a temporary dot of Status (Sabbat) that lasts until the next Ritae is performed.

Spilling of Blood

When two or more Sabbat feed together, they sometimes recognize the sharing of their blood meal. The two Sabbat recite a grace over their prey.

'Hot blood that spurted from Abel at his time of death, sustain us for the will of the Sabbat.'

System: If the two Sabbat performing this rite together are packmates who share vinculum ties they can roll their vinculum tie. If either Sabbat rolls a crit, then each participant can roll two dice on their rouse check when they next awaken, choosing the result of either die.

Tests of Pain

Sabbat priests formulate all manner of gruelling tests to see how strong their packmate's spirits are. Examples of this Ritus include:

The Indian Stick:
The Cainite is staked through the chest and bodily suspended by the stake at dusk. The Cainite must remain there as long as possible before begging to be removed. (Some truly sadistic packs have been known to remove those who fail this ritus by tearing them bodily from the stake instead of removing it.)

The Trial by Fire: Involves the Pack Priest singeing (and branding) the Cainite about the body with a sacred implement.

The Gauntlet: Involves the Cainite in-question running between two lines of their fellows, who strike, stab, and shoot at them as they attempt to pass between the two lines.

System: The dice involved in the ritus should vary based on the form the test takes.
However, should a Sabbat pass a test of pain to the Priest's satisfaction they gain an extra temporary point of health for 3 nights.

The Asp's Blessing

Used only by those most suspicious of Sabbat, the Asp's Blessing is used to discern favour and truth amongst the Sabbat. As the Sabbat likens itself on occasion to a great serpent, so too does Caine occasionally bless serpents with the clarity of his judgement. The Priest takes a snake, typically poisonous, and holds it before the pack asking for Caine to observe the gathered Cainites. The Priest then kisses the snake and holds it out to each of those gathered, who likewise, must kiss the serpent.

System: Those who are bitten by the Serpent are believed to have earned Caine's displeasure. Amongst truly superstitious Sabbat this may amount to a dot of infamy or possibly an adversary.

However, should the snake not bite a Sabbat,, it is seen as a sign of Caine's faith in the individual and few, at least amongst the superstitious, are likely to question their loyalty.

Welcoming Rites

Used to greet other Sabbat, new to a city or territory, this ritus is something of a party with all participants expected to bring something to the gathering. How the details of the party are arranged vary from pack to pack. Typically a go-between is found or the matter is referred to Sabbat superiors who will propose an intermediary. At the start of the event, all members of the respective packs greet one another individually, after which gifts are exchanged typically between Ducti on behalf of their packs.

System: Should two packs unknown to each other come into contact without this Ritae, it is possible that conflict may erupt. Sabbat Cainites are not ones to take trespass lightly and paranoia induced by unremitting war makes them suspicious of strangers.

Farewell Rites

Invoked when a pack leaves the city, or when a pack member must leave the pack for an extended period of time. Typically, a leader will lead the ritus and praise the one(s) who are leaving, lament the loss of their contributions, and give blessing to their mission and departure.

System: For a member of a pack to not receive these rites is something of a personal snub against the individual. It demonstrates a Ductus' displeasure either with the individual or with their intent to leave.

Martial Ritus

Members of a Sabbat Pack chant a common mantra related to their upcoming conflict. Once whipped into a frenzy, Sabbat take it in turn, to dedicate themselves to completing certain tasks or feats during an upcoming mission or activity. This could take many forms, from the solemn swearing of oaths knelt before the rest of the pack to wild boasts made around a roaring fire.

These statements commit Sabbat to strive all the harder in pursuit of their cause, striving to achieve feats normally beyond them. Failure to uphold one's boast or oath is seen as a major source of shame amongst the Sabbat and often leads to no small amount of mockery, ostracization, and ridicule from one's pack and possibly the wider Sabbat should word spread.

System: Those who swear Binding Oaths must proclaim a specific feat or action they will undertake during the pack's next mission or undertaking.

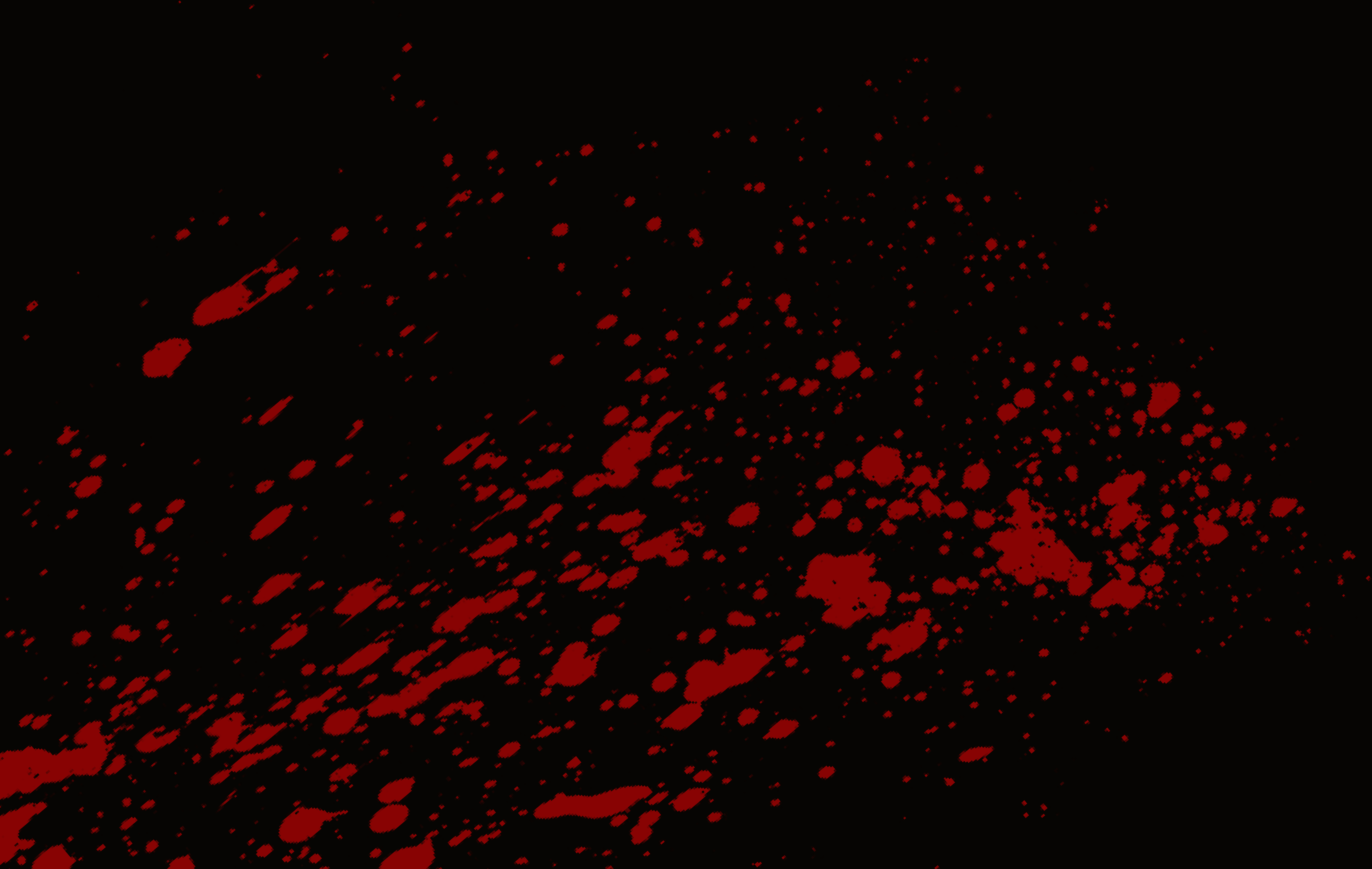
(Examples may include being the first to kill an enemy, not to retreat until the objective is completed regardless of the odds, etc.)

Those who swear an oath then pick a skill in which they have at least one dot.

For the duration of the pack's next undertaking, they gain a bonus die on using the chosen skill provided it ties to fulfilling their oath. (For this reason, storyteller's should make sure that Oaths are specific and not universally applicable.)

After the undertaking is completed, any member of the pack who failed to uphold their Boast/Oath suffers a point of superficial willpower damage.

Character Creation



SUMMARY

CORE CONCEPT

What was your character's name in life? What did they do? Where and when were they Embraced? What is their name now? Where are they now? Write your character's name on the Relationship Map.

CLAN AND SIRE

Pick your clan. Write your character's sire on the Relationship Map along with relevant sect SPCs.

For Sabbat PCs, you can choose to play the antitribu of any of the corebook's clans or bloodlines listed in Clans and Bloodlines (Page XX).

ATTRIBUTES

Take one Attribute at 4; three Attributes at 3; four Attributes at 2; one Attribute at 1.
Health = Stamina + 3; Willpower = Composure + Resolve.

SKILLS

Pick one Skill distribution.

- **JACK OF ALL TRADES**: One Skill at 3; eight Skills at 2; ten Skills at 1
- **BALANCED**: Three Skills at 3; five Skills at 2; seven Skills at 1
- **SPECIALIST**: One Skill at 4; three Skills at 3; three Skills at 2; three Skills at 1

DISCIPLINES

Choose two of your clan Disciplines. Put two dots in one and one dot in the other. For Caitiff characters, choose any two Disciplines. Put two dots in one and one dot in the other.
Thin-blood characters have no intrinsic Disciplines.

At storyteller discretion, a character can exchange 2 dots of their starting advantages for a single dot in any of their in-clan disciplines, or 3 dots for out of clan disciplines.

This may not bring them above 3 dots in the given in-clan disciplines or possessing more than 2 dots of any out-of-clan disciplines.

PREDATOR

Pick your Predator type (p. Corebook 175) and apply it:

- Add one of the listed specialties.
- Add one dot to a listed Discipline
- Apply any associated Advantages and Flaws.

OR

Construct your own predator type. (See pages XX)

ADVANTAGES

Spend 7 points on Advantages, and take 2 points of Flaws in addition to the ones gained from your Predator type. Thin-blood characters must take between one and three Thin-Blood Merits and the same number of Thin-Blood Flaws.

Add any new supporting cast from Advantages and Flaws to the Relationship Map

Aspiring Sabbat Priests might be interested in the Ritae background or Sabbat Priest loresheet.

CONVICTIONS AND TOUCHSTONES

While fledgling vampires and unproven shovelheads are encouraged to retain their human touchstones and convictions, as outlined on pages 172-173 of the Corebook, established Sabbat can use the Vaulderie rules on page XX to establish their Packmates as Touchstones.

HUMANITY, PATHS AND BLOOD POTENCY

Set your humanity to 7 or choose a path and set it to 6.

At Storyteller discretion a character can reduce their starting humanity/path rating by up to three in order to gain up to three dots of blood potency on a one-to-one basis. If this would cause the Cainite to exceed the generational maximum, then decrement the generation by the minimum amount necessary to allow for the potency reached.

SEA OF TIME AND EXPERIENCE

You might follow the same blood potency and generation rules as outlined in SEA OF TIME in the character creation sections of the corebook.

Once you and your player group have collected xp, you may also utilise the xp costs table outlined in the corebook to gain more disciplines, merits, and increase your humanity (or path) rating.

* See following chapter for reasoning and Story Teller advice regarding character creation changes *

CHARACTER CREATION CHANGES

Found below are some alterations a Storyteller can consider including in order to allow for the creation of characters more in keeping with the Sabbat themes, ideals, and style of play. The options are intended to be used either together or in part, and the use of any of them is entirely at the discretion of the storyteller.

A BEAST I AM...

At Storyteller discretion a character can reduce their starting humanity/ path rating by up to three in order to gain up to three dots of blood potency on a one-to-one basis. If this would cause the Cainite to exceed the generational maximum, then decrement the generation by the minimum amount necessary to allow for the potency reached.

NOTE

Given the nature of this option it is possible for the canny player to exploit it. Storytellers are highly encouraged to review the characters created by players using this option. Starting on low humanity with high blood-potency and then converting to a path, could either prove an interesting story; or simply a way to eke out as much power as possible. Ultimately it all comes down to the Players and the Storyteller to determine what is appropriate for their game.

POWER IS ALL

At storyteller discretion, a character can exchange 2 dots of their starting advantages for a single dot in any of their in-clan disciplines (For Caitiff, count the disciplines selected in character creation as their in-clan disciplines for this purpose). This may not bring them above 3 dots in the given discipline.

Alternatively, they may exchange 3 dots of their starting advantages for a single dot in any out of clan discipline at ST discretion. This may not allow them to possess more than 2-dots of out of clan disciplines at the end of character creation.

Likewise, a character with access to either Oblivion Ceremonies or Blood Sorcery Rituals may sacrifice up to two dots to take an additional ceremony or ritual, one for one. E.g. sacrificing one dot of advantages buys one 1st level ceremony or ritual, sacrificing two dots buys either two 1st level rituals or ceremonies, or one 2nd level ritual or ceremony.

NOTE

Players are highly encouraged to consider how they gained any discipline granted through the above. What caused them to fixate on their particular powers?

For those who have either learned disciplines outside of their clan, or Blood Sorcery Rituals or Oblivion Ceremonies, who taught them these things, why, and when? Considering the origin of these powers can add all manner of interesting stories, instead of simply allowing players to cram more discipline dots onto a sheet.

MORTAL NO MORE

If starting a chronicle with characters who are established members of the Sabbat, players may wish for their characters to start on a Path of Enlightenment.
To do this, select a Path of Enlightenment and set the Path Rating of the character to 6, as well as applying all associated effects.

BLOOD IS UNLIFE

Instead of taking a standard predator type, any character can choose to construct their own using the systems below.

1. Gain a speciality in one skill relevant to how the Cainite hunts.

This might range from appropriate social attitudes to specialist skills relating to more overt: tracking, hunting, and attacking of prey.

2. Gain a dot of any discipline relevant to how the Cainite hunts.

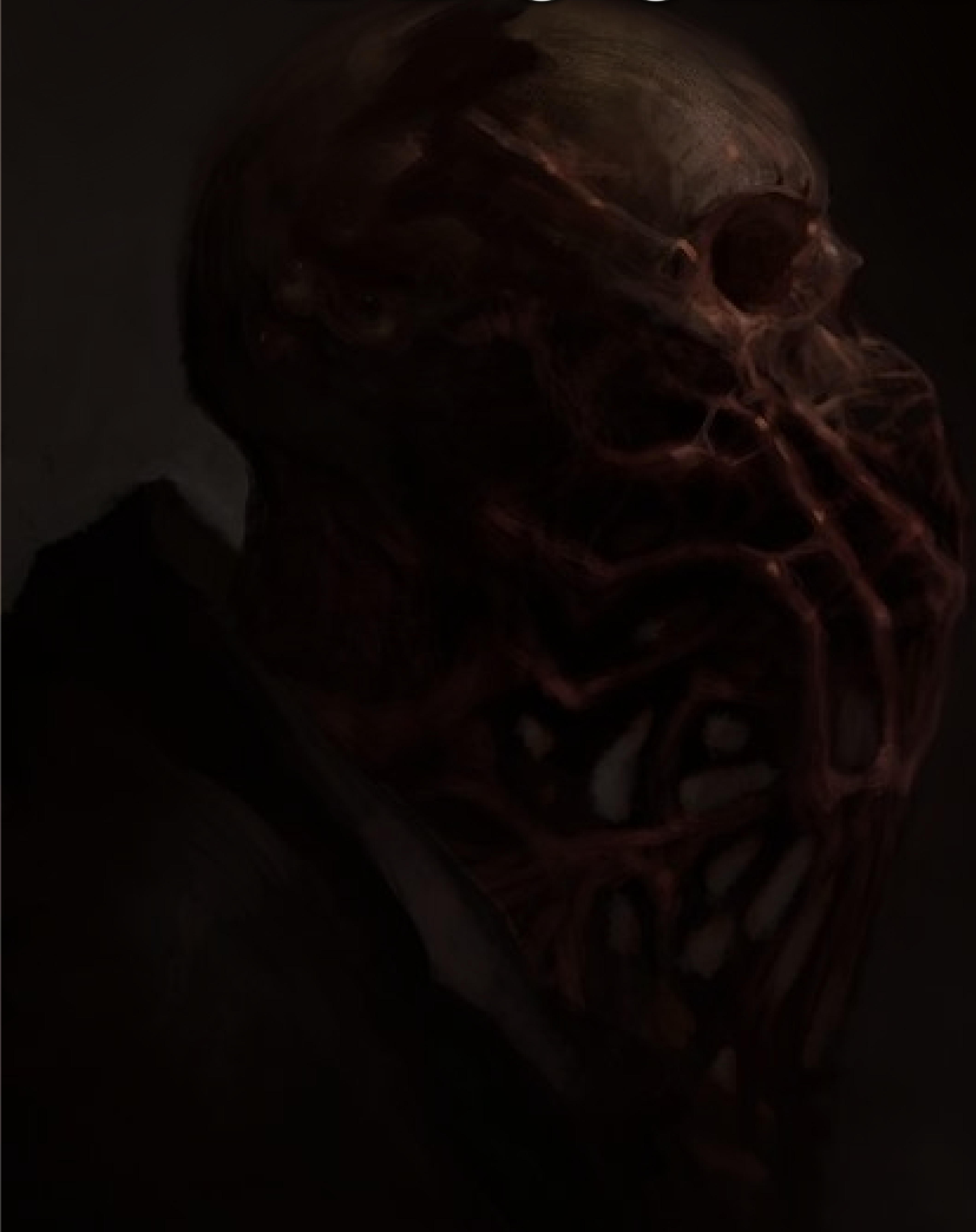
(Common reference for this should be the resonance likely to be found with expected prey. E.g. Oblivion might arise from a predator type that focuses on hunting psychopaths; one that targets the dying might produce Melancholic resonances and thus Obfuscate.) If the character wishes to select Oblivion, Blood Sorcery, or Protean this selection may not allow them to possess more than two dots in any of these disciplines at the end of character creation unless it is in-clan.

3. Choose associated advantages and flaws.

The total advantages cannot number more than three and disadvantages equal to one fewer dots than the advantages chosen must also be taken.

Alternatively, a point of Humanity or Path Rating can be sacrificed to gain 2 dots of advantages without having to take other flaws. Inversely a dot of Humanity or Path Rating can be gained by taking 3-dots worth of flaws.

CLANS AND BLOODLINES



TOREADOR ANTITRIBU

‘Stop your pathetic mewling darling! I’ve barely even begun my work...’

Who are the Toreador Antitribu?

The Toreador Antitribu share much in common with their mainline brethren. However, whilst their erstwhile clanmates find their artistry bound by the limits of their morality, the Toreador Antitribu have no such limits.

Beauty in torture, melody in screaming, and elegance in splatters of blood are common fascinations of the Toreador Antitribu.

Toreador Archetypes

HELION

For the Helion everything is just another excuse to indulge. They were a rebellious and self-destructive person in life, and the embrace has not changed that one bit. They pursue every urge, indulge every whim - to hell with the consequences. The undead state is liberation, license to the Helion to indulge all manner of new sensations for eternity.

DARK ARTISTE

For the Dark Artiste, they never understood why no one else got their message. No one ever seemed to understand the true beauty in it all. Blood, viscera, and death are shocking, but anyone has the capacity to kill. They make art freely, drawing dread from their work, evoke horror and terror from the understanding of the futility of life. If others about them fail to understand that, then they’ll just have to return to their studio and try again.

THE DIRECTOR

Their magnum opus is borne from the Vaulderie. All those they are bound to are their master-piece, their offerings on the altar of Caine. They shape, twist, and change all those around them, bettering them to please the Dark Father.

One packmate they might push towards a Tzimisce master for enhancement, another they might find a mentor for, and yet a third they might just slaughter for failing to meet their standard. The Director will create perfection all around them, or they will stand alone.

DISCIPLINES

Auspex, Celerity, Presence

BANE: SADISM

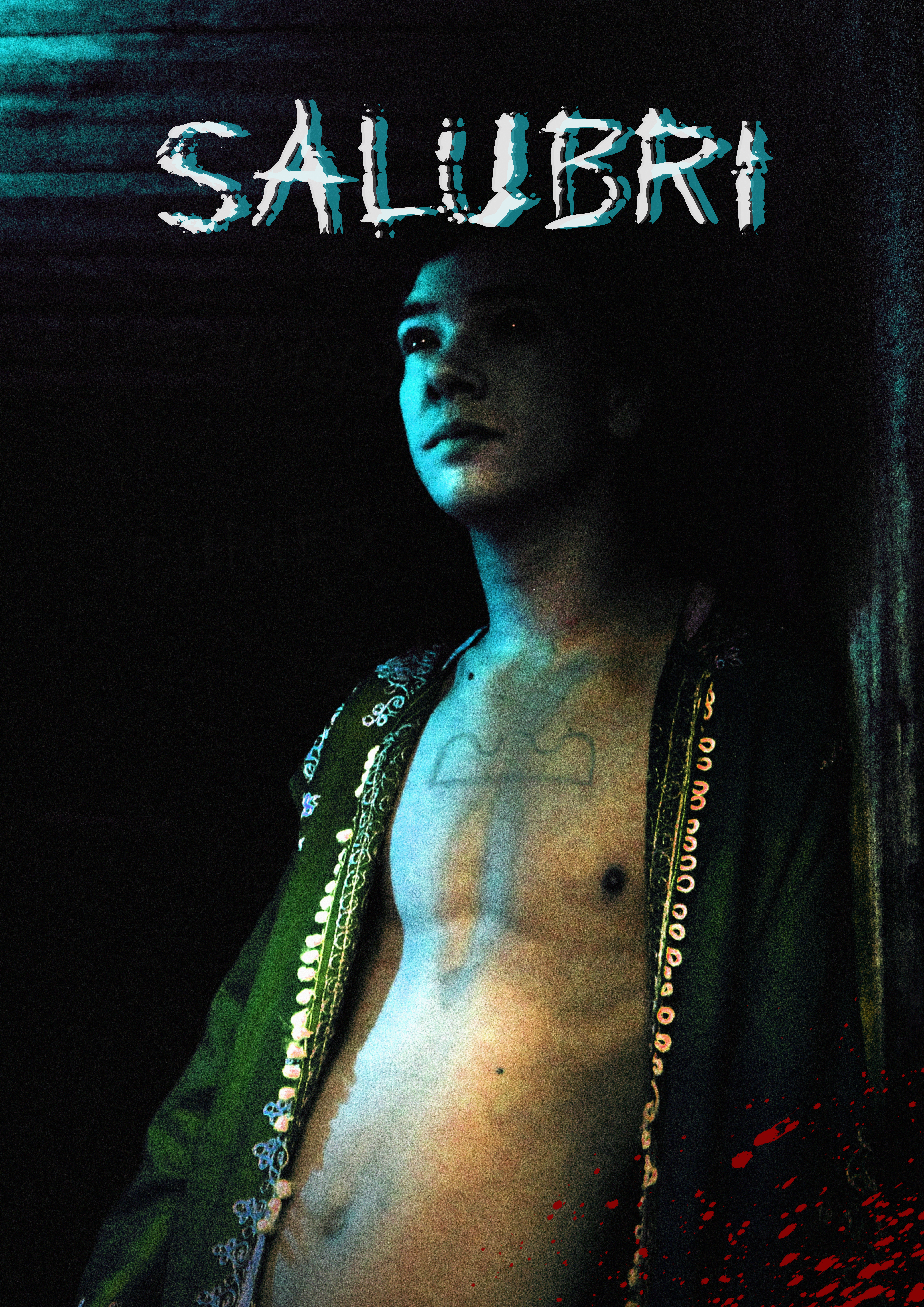
Toreador Antitribu are renowned for their cruelty. Whilst their mainline clanmates might struggle to focus in the face of the vile and base, Toreador Antitribu find they lack that same focus when offered a chance for cruelty.

Whenever a Toreador Antitribu is presented with a chance to indulge in cruelty but fails to do so, they suffer a penalty to all Discipline dice-pools equal to their Bane Severity.

COMPULSION: OBSESSIONS

See Toreador Clan Compulsion (Page 210 V5 Core Rulebook).

SALUBRI



'LET THE USURPERS BELIEVE THEY'VE WON THIS WAR, THERE WILL BE VENGEANCE FOR THE BLOOD OF SAULOT YET.'

Who are the Salubri Antitrubu?

Whilst the mainstream Salubri are a clan in decline. The Salubri Antribu, headed by the Ancillae Adonai, have seen a powerful resurgence.

Militant and violent in the extreme, the Salubri Antitribu are a mockery of their healer clanmates, and any similarity with knightly warriors of yore has long since died.

Dedicated first and foremost to the destruction of the Camarilla, and the Tremere, the Salubri Antitribu are able and ruthless warriors all.

Salubri Archetypes

KNIGHT REBORN

It is said the Salubri Antitribu are the last surviving remnants of the ancient Salubri Warrior Caste.

The Knight Reborn may be one of these venerable warriors, but more likely they were embraced and swiftly indoctrinated by one. Ruthless and efficient the Knight Reborn revels in combat and war, and if they fight against the Usurpers then all the better.

BLACK HAND OPERATIVE

The Salubri Antitribu are still relatively few in number, yet no small number stand within this secretive sub-sect. The Black Hand operative combines their skill for war, their unyielding focus and unshakable faith to make for a potent warrior.

Whether due to true-belief, or merely a hope of restoring their clan through the grace of Caine they will do whatever is demanded of them.

RESTORER OF THE CLAN

In the modern nights the Salubri Antitribu thrive in comparison to their mainstream Healer cousins. The Healers skulk and hide, rarely embracing, dreading the night they are found by the Camarilla, Tremere, or worse. For the Restorer, this sad state of affairs could end if the Healers would only join their Warrior brothers and sisters once again.

They follow rumours of Healers unceasingly, and preach of unity and restoration as surely as any Archbishop.

DISCIPLINES

Auspex, Dominate, Fortitude

BANE: WARRIOR BORN

The Salubri Antitribu are proud warriors all, and find it beneath them to drink from those they haven't personally bested in combat.

In order to feed from a vessel, a Salubri Antitribu must have bested it in combat. To feed from any other source (including blood bags) requires the expenditure of Willpower equal to Bane Severity.

Additionally all Salubri Antitribu are still marked by the third-eye of their clan founder. The third-eye bleeds whenever a discipline is used, the amount of blood lost commensurate to the level of the power being used.

COMPULSION: WRATHFUL

The need for destruction and martial victory fills the vampire. The vampire immediately seeks to engage somebody in single-combat of some form, suffering a 2-die penalty to any other action. The compulsion ends when they either win or lose the single-combat.

TREMERE
ANTITRIBU

'WITH THE PASSING OF STRANGE AEONS, EVEN DEATH MAY DIE MY FRIEND AND THESE ARE STRANGE TIMES INDEED.'

Who are the Tremere Antitribu?

To hear most Cainites tell it, the majority, if not all the Tremere Antitribu died in Mexico during a grand purge in 1998. But, as the Sabbat fell or headed to the fronts of the Gehenna crusade whispers began to emerge of a bloodline re-ascendant.

The House of Goratrix, those few Tremere who'd sided with the Sabbat, now finds itself bolstered with new recruits fleeing the shattered Tremere Pyramid. After centuries of slavery, many Tremere are eager for a fight. Not all in the Sabbat accept them, but the Tremere that have been drawn to the Sabbat's cause care little.

Tremere Archetypes

SURVIVOR

The survivor was always suspicious of authority, and after their embrace they ran with anyone who wouldn't control them. When the call came for the Tremere Antitribu to gather in Mexico they refused. That's how they learned of what happened to their clan.

Perhaps they've been in hiding since, perhaps they were the rare oddity around the flickering fires. Regardless, they now step into the spotlight eager to reclaim a place for themselves in a Sabbat broken by war.

PYRAMID ICONOCLAST

For the Iconoclast, nothing matters more than bringing the Pyramid to an end once and for all. Held in servitude by blood-bonds, Dominate,Thaumaturgy or a combination of all three, they were forced to bow and scrape to those stood upon them. Worse, they were forced to beg for every scrap of knowledge from their masters. Now they'll take the knowledge they want, and to hell with anyone who gets in their way! The tower will fall and there's nothing their masters can do to stop them!

DISCIPLINES

Auspex, Blood Sorcery, Dominate

BANE: MARK OF THE BETRAYERS

The Tremere Antitribu suffer the same Bane as their mainstream contemporaries (Page. 97 V5 Core Rulebook). They are however, able to contribute to the Vaulderie the magic of the ritual partially usurping the clan's bane.

Additionally, Tremere Antitribu who have partaken of the Vaulderie are marked with the Betrayers Sigil, branding them as traitors to the main clan. It takes the form of a red T above the forehead only visible through Auspex or other forms of mystical sight.

COMPULSION

See Tremere Clan Compulsion (Page 210 V5 Core Rulebook).

TELYAVELIC TREMERE

> ‘Let the Church of Rome think they’ve ended us. We remember, our lands remember and we will teach them the error of their ways.’

Who are the Telyavelic Tremere?

An offshoot of the more well-known Tremere, the Telyavs settled in Lithuania during the middle ages. There the Telyavs developed strong connections to the local druidic and pagan practices that came to influence their practice of Thaumaturgy.

When their lands were eventually destroyed by Christian Crusaders, some Telyavs joined the Sabbat in order to survive. When the Tremere Antitribu were eventually destroyed in 1998, many of the Sabbat’s surviving Tremere Antitribu were revealed to be hidden Telyavs.

Telyavelic Archetypes

NEO-PAGAN

The Neo-Pagan always had a strong connection to the wilds and outsiders both. When they fell in with a strange crowd trying to understand the truth of the world, they thought nothing of the blood-letting and strange midnight chants. The embrace changed all that, they learned the truth of the rites, the evils beyond the veil. Now they seek to bring enlightenment and magic to their brothers and sisters, all so they might hold back the howling dark one more night.

SCOURGE OF GOD

Some apostates lose their faith quietly, they stop attending church and that is the end of it. For the Scourge, nothing could be further from the truth. Suffering their family and community persecuting and shunning them, this all came to a head when this mysterious stranger arrived.

The stranger spoke of others hunted by the faithful, offering tales of another community that would accept the Scourge into their embrace. The scourge took their offered hand and has never looked back. Their new community and power provides them all they need, and they’ll teach the cowering flock a lesson for all the pain they caused them.

DISCIPLINES

Auspex, Presence, Thaumaturgy

BANE: HEATHEN BLOOD

The Telyavelic Tremere suffer an extreme aversion to mortal holy symbols as a result of the Christian persecution that decimated the bloodline and their herds in their early days.

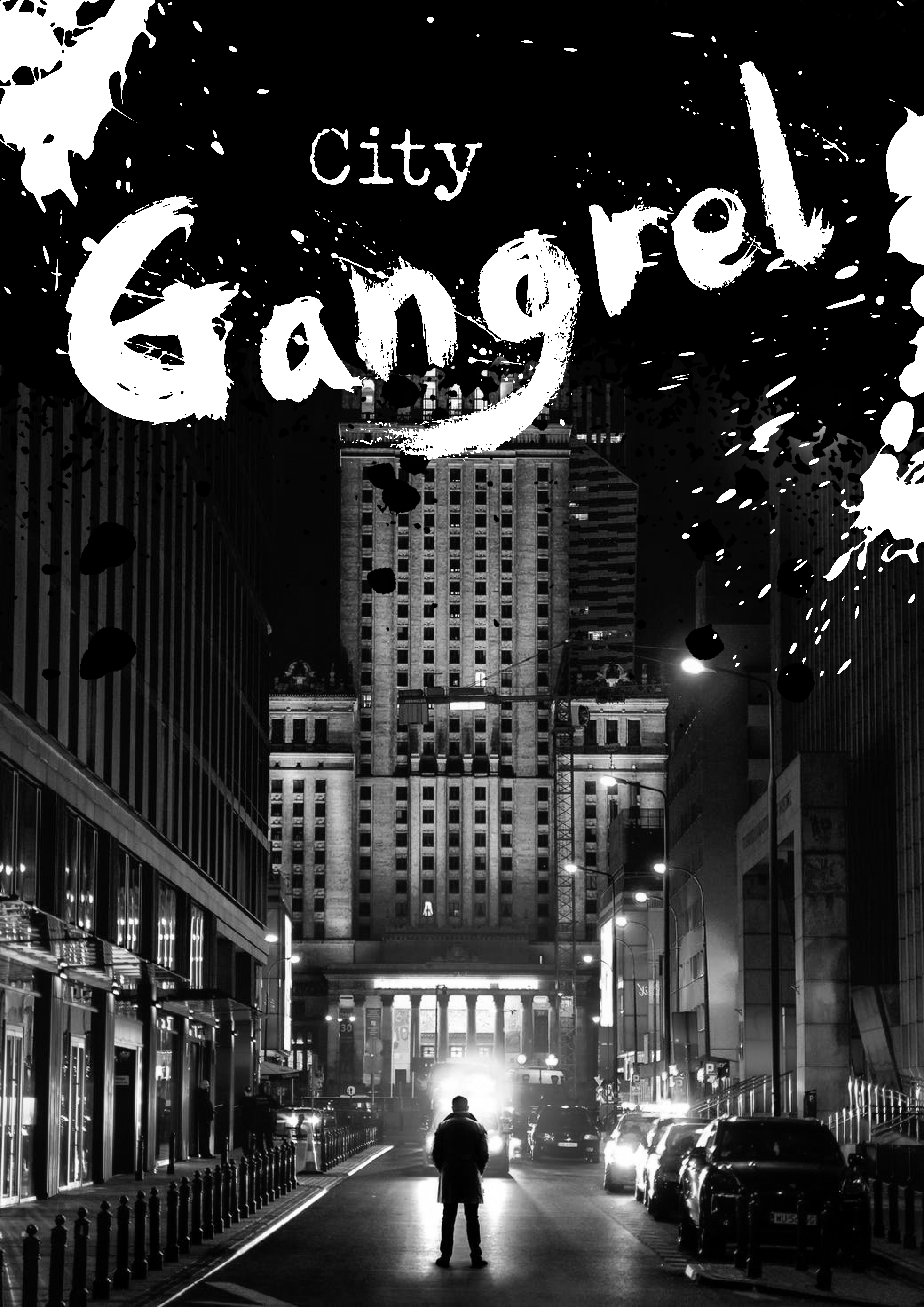
Telyavs reduce any pool to resist true faith by an amount equal to their bane severity. Additionally, all Telyavs suffer from the folkloric block holy symbols and the folkloric bane holy symbols.

Additionally, unlike the mainstream Tremere Antitribu, the Telyavelic Tremere don’t bear the Betrayers Sigil (though many fake the mark to avoid persecution within the Sabbat).

COMPULSION

See Tremere Clan Compulsion (Page 210 V5 Core Rulebook).

City Gangrel



'LET THEM THINK THEY ARE SAFE IN THEIR SKYSCRAPERS AND HIGH-RISES. WE'LL SLAUGHTER THEM IN THE URBAN JUNGLE JUST THE SAME.'

Who are the City Gangrel?

A The Gangrel are a tenacious clan, always able to adapt to survive, hunt, and thrive. It is no surprise then, that the Greek Gangrel, a line that existed before the Dark Ages, has been able to adapt itself to the modern nights.

The City Gangrel of today are not entirely dissimilar to their Country Gangrel cousins. They still hunt and stalk the prey prevalent in their territory. But where their wilder cousins eschew disguises and the manners of mortals, most City Gangrel master these things just to get close enough to strike.

Of course, a rare few are still truly bestial, and these horrors of the urban jungle are more than the equal of their wild relatives.

City Gangrel Archetypes

GUERILLA

The Guerilla is no stranger to combat. A veteran of one of many wars, chewed up and forgotten by society, they can't help but see the world through the lens of battle. People are merely targets, vehicles a means of moving material, buildings just another location to be captured.

Before their embrace this warped perspective left them a pariah, but now, as part of the Sabbat, they finally belong. Their pack appreciates their skills, covers them when they need it, and when battle ends another begins. For the Guerilla there is only an eternity of blood and battle, and they'd have it no other way.

THE FOLK MONSTER

Asocial and ostracised even in life, the Folk-Monster was drawn to the strange and peculiar as a way to escape the harsh realities of their mundane life. They tried to ignore the endless judgement of those around them, but when they finally snapped they knew no amount of fantasy would save them.
It was only by chance that they were embraced. The process broke down their last few barriers. If they were going to be persecuted, so be it. They resolved to become the monster their community always made them out to be.

HEADHUNTER

An adrenaline junkie in life, the Headhunter sought thrills wherever they could find them. Extreme sports helped, but hunting was the sport they always returned to.

The embrace didn't change this, it merely let them indulge all the more. The Headhunter relishes nothing more than a challenge The tracking stalking and waiting before each kill only builds anticipation. Then, in the perfect sublime moment they are released. Monstrous but useful, the Headhunter indulges their dark urges, whilst their commanders pick another target.

DISCIPLINES

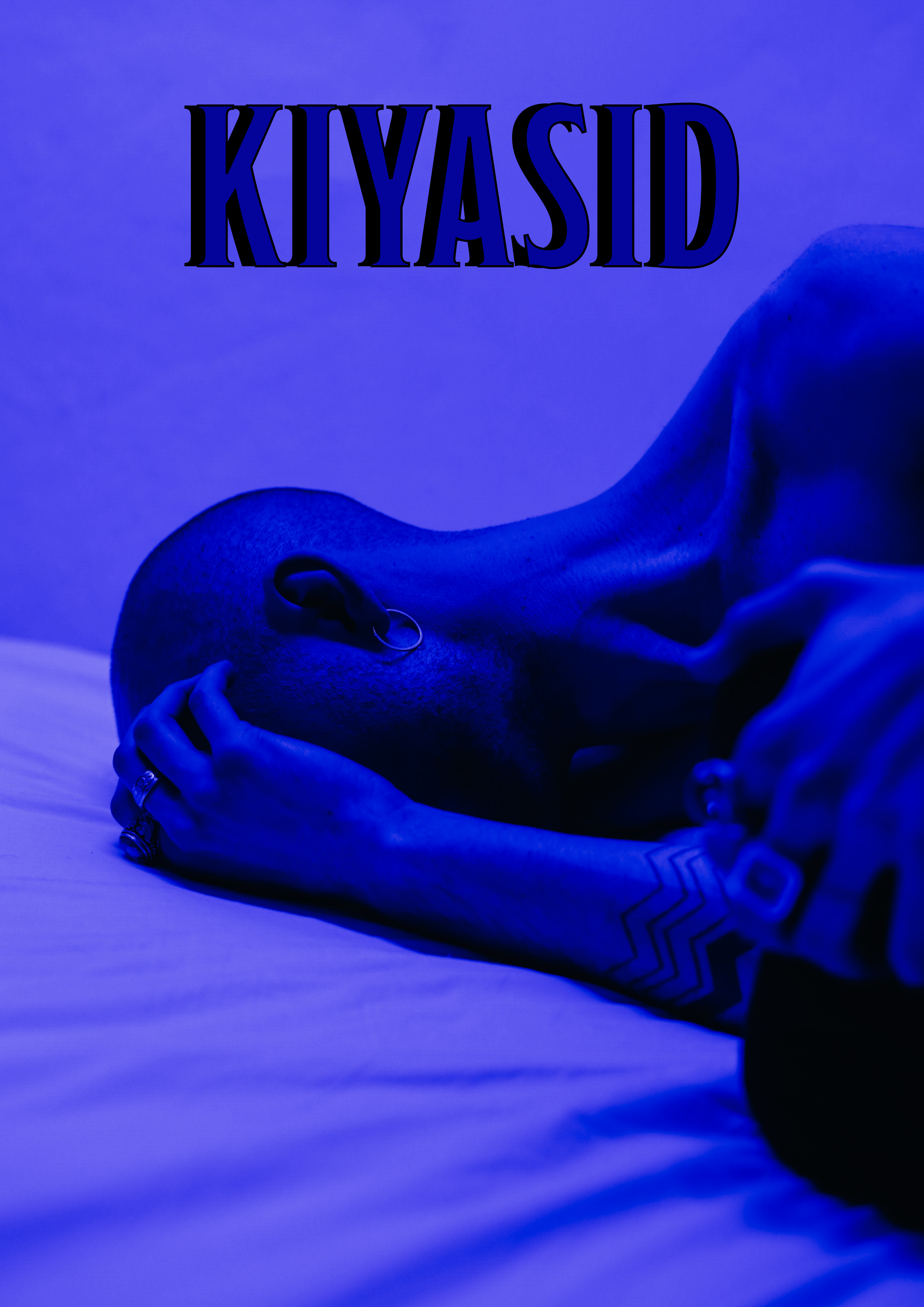
Celerity, Obfuscate, Protean

BANE: WILD VISAGE

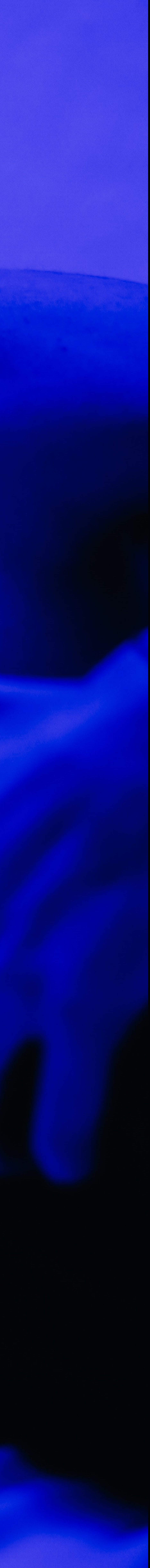
See Gangrel Clan Bane (Page 73 V5 Core Rulebook).

COMPULSION

See Gangrel Clan Compulsion (Page 210 V5 Core Rulebook)



KIYASID



'Very well, I will tell you what you want to know if that is what it will take you to leave. But if you think you can force the issue I will swiftly teach you the error of your ways.'

Who are the Kiyasid?

The Kiasyd are a bloodline with a murky origin. Most accept that the Kiasyd are a bloodline of the Lasombra, though few could speculate what change caused their blood to differentiate so radically. The few who have delved into their origins suggest the involvement of the Fae, but few in the Sword of Caine are willing to countenance these theories.

Whether the Kiasyd care about these speculations they don't say. Whilst nominally members of the Sabbat, most Kiasyd are more interested in their studies and the hoarding of esoterica.

Kiyasid Archetypes

HOMELAND SCHOLAR

The Homeland Scholar was always proud. Proud of their culture, of their people, of their belonging. They researched and learned all they could, strove to preserve the old ways and to share them even from a young age. Never in their wildest dreams did they imagine their passion and research would draw the attention of a living myth.

In unlife they continue their unceasing search, free of trifling mortal considerations, they search for all the knowledge they ever-wished and preserve the old ways as unceasingly as they did in life.

CURIO-KEEPER

In life the Curio-Keeper simply sold whatever they found from their humble shop. Buying old books, decorations, odds-and-ends let them make ends meet whilst indulging their wonder and love of old culture. In unlife little has changed, Sabbat, Camarilla, and others besides, come seeking their goods and they do their best to provide, for a price.

DISCIPLINES

Dominate, Oblivion, Auspex

BANE: WYRDLING

The strange appearance of the Kiasyd means that they suffer from the effects of the ugly flaw when interacting with most mortals.

Additionally, their Wyrdling blood, means that they have an allergy to cold-iron. A Kiasyd must make an Intelligence + Resolve test difficulty 2 + Bane Severity to touch cold-iron. Additionally, if a Kiasyd is attacked with an iron weapon they take aggravated damage.

COMPULSION: TRICKSTER'S BLOOD

The Fae influence upon the Kiasyd comes to the fore. He finds himself driven to pull off some trickery or deception against those around him in order to aggrandise or elevate himself. He shows little interest in anything else until he has.

The Kiasyd suffers a -2 penalty on dice pools not in service to performing a trick on another, that results in some form of gain. The victory must be genuine (a friend cannot pretend to be duped), but the gain could be anything from a true-treasure, to an interesting fact or maybe an item with sentimental value.

WHAT IS COLD IRON?

What precisely counts as Cold Iron is hotly contested. Some suggest that it might refer to steel (derived from 'coaled iron') or possibly iron found in bogs or even in meteorites.

What exactly constitutes Cold Iron in your game is down to you and your gaming group. However, it is best to define this in advance and agree on a common definition to avoid ambiguity in play.

THE OTHERS

GARGOYLES

'CALL ME SLAVE AGAIN AND I WILL SHOW YOU THE STRENGTH THAT HAS MADE PYRAMIDS AND TOWERS CRUMBLE.'

Who are the Gargoyles?

A relic of past conflicts, the Gargoyles were first created by the nascent Tremere to protect their chantries from the ravages of the Tzimisce and their fleshcrafted monstrosities.

An embrace - or better called - the creation of a Gargoyle does not fall far short of a harrowing experience. During the centuries of gargoyle servitude under the Tremere, vampires predominantly hailing from Nosferatu, Gangrel and Tzimisce would be disappeared and forcibly converted in a series of rituals that would see their vitae at war with itself, and their psyche cleaned of all memory and thought that would get in the way of their Tremere masters' orders.

Despite, and perhaps because of this experience, for centuries, the Gargoyles would serve the Tremere loyally, their indenture ending only when the Tremere Virstania - acclaimed Mistress of Gargoyles - would choose to aid her creations in escape.

These nights, they are free creatures, and they do not look back. Gargoyles who could escape the grip of the Tremere have gone on to settle around the world and to tend to their own affairs. While they still typically stick to Camarilla domains, it is not unheard of for Gargoyles to join the other sects, some of the Camarilla's greatest troubles now coming from those freed souls they once enslaved.

Gargoyle Archetypes

FORBIDDEN EXPERIMENT

You once lived a mortal life, died and had almost been proud enough to say you have come to terms with your undead state. Then it was all wiped away. Maybe you angered the wrong Blood Sorcerer, simply neglected their interests, or maybe it was just truly abysmal luck that has brought you to where you are now. Regardless of how it came to be, you found yourself dragged back to their blood-spattered laboratory. The memories of what happened therein still intrude on your daysleep. Now you're something new, something terrible, and yet forced to rely on your creator in order to survive.

CUSTODIAN

Legend says Gargoyles are defenders of sacred places, scaring away demons and devils. Perhaps the Custodian cared for such a place in life, as a cleaner, night watchman, or volunteer. Regardless, one night they were hoisted into the sky, changed, and given the sacred charge that consumes their nights: defend and protect their own unceasingly. Word has spread throughout the city and few now would dare stray too close to their haven for fear of the beast that lurks there.

RUNAWAY

The Runaway always fled when given the chance, whether from responsibilities, family, friends or debts. Whenever things got too much the Runaway found a way out. The embrace was a cruel joke then, with them finding themselves suddenly changed and faced with a towering monster trying to explain themselves. As ever, the Runaway fled before the beast got the chance to speak but a few words, their strange new form and wings lending the Runaway the ability to escape like never before. Now they try to understand what they are, unable to run away from what they've become.

ON THE CREATION OF GARGOYLES:

The first Gargoyles were the results of Tremere Thaumaturgy, which twisted the bodies and wiped the minds of captured Tzimisce, Gangrel, and Nosferatu, turning them into warrior servants.

The creation of Gargoyles in this manner is forbidden within the Camarilla by the Montmarte Pact. Though rumours of the ritual still being enacted within remote Chantries are not uncommon.

More commonly in the modern-nights, Gargoyles are embraced by other free-Gargoyles. The change is still one of the more horrific embraces and many fledgling Gargoyles find the memories of their old life swiftly fade away.

DISCIPLINES

Fortitude, Protean, Obfuscate

BANE: UNBROKEN BONDS

The Gargoyles were created to serve, and though many have earned their freedom, their very blood still drives them into servitude. Gargoyles suffer a penalty equal to Bane Severity to resist being coerced or controlled by Disciplines or resist Blood Bonds.

COMPULSION: BROKEN BLOOD

The first Gargoyles were artificial creations torn apart and reconstituted from vampires of other clans at the hands of Tremere ritual. Even for those later Embraced into the bloodline, the Embrace of a fledgling Gargoyle is a horrific transformation. These terrible transformations deprive many Gargoyles of their memory and can cause many to lapse into sudden bouts of amnesia.

When under this compulsion the Gargoyle suffers complete amnesia for the remainder of the scene. Presenting them with tokens of their past or confronting them about who they are only risks enraging them (possibly triggering fury frenzy). If the Gargoyle finds themself in a dangerous situation this may prompt a terror frenzy.

Daughters of Cacophony

‘There is truth hidden in the music, if only you had the ears to hear…’

Who are the Daughters?

The Daughters of Cacophony are viewed by many Kindred and Cainite alike as little more than a pleasant curiosity.

Obsessed with song, flighty, and seemingly unfocussed, few vampires give the Daughters any serious heed. On the contrary, apart from speculating as to their origins (with guesses ranging from: Toreador, Malkavian or even the Ventrue) most are content to let the Sirens be.

There are whispers though, spoken of amongst only a few that there is more to the Sirens' innocent facade. That their song whilst beguiling, is every bit as lethal as that of their namesake.

Daughter Archetypes

MIDNIGHT FAVOURITE

As in life, so in death. Everyone wanted the Midnight Favourite when they were still breathing, and they still want them now. Whether it’s singing a moving aria to remind a Prince of their yesteryears, or a splitting metal dirge to psych up packs before a new Crusade, their talents are wanted everywhere. This has its perks; rewards and blood aplenty. But the dangers of fame also linger, and are all the more dangerous amongst the dead and the damned.

MUSICAL MESSENGER

Music has always moved people. Anthems to rally Cainites and mortals alike to a cause, moving elegies to remember the departed.

Whatever the message, this archetype can create a performance to match. What’s more they’ve found in an era of Inquisition, hiding and transmitting messages in the seemingly mundane places ensures they’re in as high-demand as any starlet.

DISCIPLINES

Fortitude, Presence, Auspex

BANE: THE CALL OF CACOPHONY

he Daughters of Cacophony find themselves instinctively drawn to music, and universally claim to hear music at all times. This subtle distracting sound can drive some daughters to madness, and they must make active precautions not to listen for too long.

When unable to distract from the constant universal music they hear (because an area is extremely quiet, or because they can't block the sound out with another) the Daughter suffers a penalty on all rolls equal to bane severity.

COMPULSION: THE SIREN SONG

All Daughters of Cacophony hear music, and sometimes they catch notes that ensnare them and push them to express the majesty of what they hear. Resisting this urge takes tremendous focus, as the Daughter finds the music actively intruding upon her mind.

For the remainder of the scene, until the Daughter conducts a audible, public, well-received performance they suffer a -2 penalty to all rolls.

THE SONS OF DISCORD

Whilst many Vampires believe that the Daughters of Cacophony are entirely female this isn’t entirely true. Though rare, there are male members amongst the Sirens.

Some of these male Sirens adopt the name The Sons of Discord, much to the derision of the other Daughters who have no intent of changing the name of the Bloodline to assuage a few mens’ egos.

POWERS OF THE SABBAT

Dominate

Level 1

FOLDEROL

- **Amalgam:** Auspex 1

It is said by the few who have experience, that it is useless to lie when in the presence of a Weirdling. Kiasyd appear to have a preternatural talent for detecting deception.

No one is sure how they garner this insight and if the Kiaysd know, they are not sharing the source of their miraculous insight.

- **Cost:** Free
- **System:** The character chooses a target, within sight or hearing distance. Should the target lie whilst within the Kiasyd's presence they can immediately tell. The power detects lies, not mistakes, so a target must deliberately lie in order to activate it.

  Note that the power doesn't provide any insight into what the truth might be, nor does it allow the vampire to know whether or not the target is simply stating something false that he believes is true.
- **Duration:** One Scene or until a new target is chosen

Level 3

MASTER'S VOICE

- **Amalgam:** Blood Sorcery 1

Sorcerers have long bound their will to items and trinkets. With this power a Vampire can imbue an object with a shard of their will to better control those around them.

- **Cost:** As per Dominate power
- **System:** You imbue a token, talisman, or other object with a fragment of your will. Holding the object you wish to imbue, the user directs a Dominate power at it (this must be a power the vampire already knows).

  The next time the object is handled by anyone, except for the Vampire who implanted the command, the individual is affected by the Dominate power that was imbued. (Those capable of resisting roll to resist as normal and the Vampire may have to make rouse checks depending on the power that was imbued.)
- **Duration:** Passive

Fortitude

Level 4

ARMOR OF CAINE'S FURY

- **Amalgam:** Auspex 1

The warriors of the Salubri Antitribu have a well-earned reputation for being unceasing, implacable warriors. The power of their blood allows them to inure themselves to harm and to sure up their courage.

When invoked, this power ensconces the Cainite in ghostly crimson armour, the form of which is unique to each Cainite who invokes it.

- **Cost:** One Rouse
- **System:** The user rolls a pool of Stamina + Fortitude. For every two successes, the user gains an additional dot of temporary health.

  They can also add dice equal to one-third of the successes rolled to any pool to resist fear frenzy for the rest of the scene.
- **Duration:** One Scene

Elaine clutched at her side as she slumped against the wall of the luxurious family home. Her left arm hung loosely at her side, the sleeve of her leather jacket and the scorched muscle and flesh hanging at her side.

She spat blood and dirt from her mouth, as she half-stumbled up the stairs. The sword clasped in her right hand never falling, even as she heard the crunching scrape of her broken left leg, felt the pain jolt through her with every step.

She knew the bastard was still here, that was enough to spur her on.

She reached the landing half-shrouded in gloom, lit only by the light which streamed through the windows of the house. She smiled as she saw the blood on the landing, plentiful and rich, in her state it was all she could do to keep her beast in check.

'Do you really think some fucking wards are enough to kill me Usurper? You think you have enough fucking magic to kill me?'

No reply came, but she saw the flickering motion of the shadows in the room at the end of the hall. She smiled.

Drawing herself to her full height, she focussed her blood. The third-eye in the centre of her forehead opened and gazed out across the landing as the vitae started to roll down her face.

She barely even noticed, she simply kept advancing. Feeling her blood shift she watched as ghostly red armour coalesced all around her.

As she strode into the bedroom eyeing the crouching Usurper, his terrified mortal family behind him, she looked every bit the immortal horror she was. Crimson armour, torn flesh, blood dripping from her mystic eye.

'Time for some payback.'

Presence

Level 1

THE MISSING VOICE

The Daughters of Cacophony are renowned amongst the undead for their singing ability.

This power is responsible for much of this renown allowing a Daughter to project her voice wherever she wishes to be heard.

The most gifted of Daughters have even been said to use this power to sing duets with themselves.

- **Cost:** Free

- **System:** The user can 'throw' her voice anywhere within her line of sight. This power can be used to convey other discipline powers (Presence, Dominate, Thaumaturgy).

  If the character wishes to hide her use of this power she must succeed at a manipulation + performance versus the wits + insight of the one she intends to deceive.

- **Duration:** Instantaneous

Level 2

PHANTOM SPEAKER

- **Amalgam:** Auspex 1

The user can project her voice to any individual she has met, distance is no object. Daughters of Cacophony have been said to use this power to do everything from commanding their underlings to giving private concerts from across the world.

- **Cost:** One Rouse Check
- **System:** The user can project her voice to anyone she has personally met, though it must be night where the listener is.

  The Daughter can sing, talk, or even use disciplines (provided she meets the requirements of the discipline she intends to use).

  Note Phantom Speaker does not provide a way for the user to hear what is said.

  If the listener is willing, the Daughter rolls Resolve + Presence and needs 2 successes for the power to take effect. If the listener resists the Daughter, then she must beat the listener in a contest of Resolve + Presence versus Composure + Resolve.

- **Duration:** One Scene

Level 5

SHATTERING CRESCENDO

- **Amalgam:** Auspex 1

A thankfully rare power if it truly does exist. The Daughter focuses her supernatural vocal chords to produce sounds capable of pulverising flesh and shattering bones.

More insidiously, some whisper that truly canny Daughters can use this power to assail the minds of their foes driving them to madness with nought but the sweetest of quiet songs.

- **Cost:** One Rouse Check
- **System:** Use of this power requires that the victim be within hearing range of the user. (A victim need not be able to hear the user however, as the victim is pummeled by soundwaves whether or not they can hear them.)

  The user must begin singing, and the song must be able to reach the target. (A half-whispered lullaby is not going to fell a target in the midst of a raging gunfight; but might be more than sufficient if the user can get the victim alone).

  Upon activating the power, the Daughter rolls Stamina + Presence versus her targets Stamina + Performance. (Vampires with Presence, may resist with Presence instead of Performance.) For each success gained in the contest the user can inflict one point of unhalved superficial damage to either the victim's willpower or health. The user may only inflict willpower or health damage each round.

  Should a user keep singing, she may resolve this attack in the same manner without rolling for further rouse-checks. However, if she stops singing or is otherwise interrupted (such as by physical impacts or the throes of frenzy) then she will need to roll another rouse check to reactivate the power.

- **Duration:** One Scene

The woman was gorgeous. As he walked dutifully behind Mr Riordan, Richard pondered how the old man had ever piqued her interests, let alone why she would choose to spend time alone with him. Cynically he chalked it up to money. He'd seen it before, he'd seen a lot in his time guarding the wealthy, not all of it pleasant. He kept his thoughts to himself though and dutifully walked along behind Mr Riordan and his beautiful acquaintance. The two conversed quietly in Spanish as they walked. He didn't understand a word. When they reached the hotel room it was all he could do not to sigh or look judgemental. 'Wait here' he nodded in acknowledgement as Mr Riordan and the unknown woman stepped inside.

Standing around, it summed up at least half his job. He fished in a pocket and retrieved his phone looking to kill some time. Then he heard singing, the woman's voice sultry and sweet, still in Spanish, and he still didn't understand a word of it. About 20 minutes later he heard the singing change, he heard a grunt, and then the singing resumed. He didn't like it, but he knew better than to interrupt, nor did he care to, if it could be helped.

Just as he started settling back in the woman burst out of the room. Her make-up had run and there was blood running from the corner of her eyes and mouth. Richard moved to block her path and that's when he saw the room. The bed was completely destroyed, what he assumed to be the remains of his employer were a battered gory mess of blood and torn clothing.

The last he saw of her, was a blurry, crying silhouette running down the hallway as he fell into unconscioussness.

SINGING IN A CHOIR

Amongst those few who claim to know of the Daughters outside their number, it is said that they can combine their talents to bring about unique and powerful effects. Though rare it is said by such combined efforts what might appear harmless parlour tricks, can become anything but.

At the Storyteller's discretion they can consider letting Kindred who possess these powers, the ability to use the Teamwork mechanics as covered on pg.122 of the V5 Corebook, requiring contributors to have the same Discipline power, rather than relevant skill-dots.

> ‘Never forget what you are. The powers we are endowed with as Cainites are some of our truest weapons in the night. Hone the powers your blood provides you, master these gifts and those of whom you slay. In time, you will be unstoppable.’

Protean

Level 2

FLIGHT

- **Prerequisite:** Weight of the Feather

This power allows the vampire to temporarily gain the ability to fly using great monstrous wings. It is most prevalent amongst the Gargoyle bloodline, but others are said to have mastered it in various forms, especially amongst the Tzimisce and their bloodlines.

- **Cost:** One Rouse Check
- **System:** No roll is required for the transformation. The character makes the rouse check and spends a turn transforming. Wings may sprout from their back or membranes may form between their limbs and their body.

  Regardless of the form taken, the wings allow the Kindred to fly at the equivalent of a flat-out sprint. (For further guidance, see the ‘How Fast is Fast, sidebar, Pg. 253 V5 Corebook.) Flying in adverse conditions (against heavy winds, during a battle) may require Wits + Protean checks at storyteller’s discretion.
- **Duration:** One Scene

Level 4

FLOW WITH THE MOUNTAIN

- **Prerequisite:** Earth Meld

This power, most common amongst the Gargoyles, allows the Cainite to merge with and then move through rock and earth without disturbing or emerging from it.

Many an intruder has been brought low when a Gargoyle lurking unseen has burst forth from a seemingly innocuous pillar, only to disappear before reinforcements can arrive.

- **Cost:** No additional cost
- **System:** The user gains the ability to use Earth Meld on rock, including concrete and similar materials. Additionally the user gains the ability to move through either earth or rock whilst using these powers, though he can only move at a rate equivalent to a jog.

- **Duration:** One Scene

Blood Sorcery

Level 1

WORDS OF THE LAND

- **Amalgam:** Animalism 1

Common amongst Koldun, Tzimisce who practice Blood Sorcery, this power gives the Koldun the ability to communicate across their territory with impunity. The Koldun utters their message and then the very winds and beasts themselves carry their message to the intended target, who hears the message as a sinister whisper in their ear.

- **Cost:** Free
- **System:** The vampire must know the name of their intended target. Furthermore the individual must be within a radius equal to 5 times the user's Blood Sorcery rating in kilometers/miles and in an unsealed environment (one where beasts or the wind could reach him).

  The user must then state their message and roll Manipulation + Blood Sorcery. The standard difficulty for this roll is 4.

  It is reduced by one however, if the Vampire is within a familiar city, or by their rating in Lien if they are within their own domain.

  On a success their message is conveyed to the intended recipient provided they are accessible and within range.
- **Duration:** One Scene or until a new target is chosen

Level 2

BITING GALE

- **Amalgam:** Protean 1

Calling upon the chill winds, the Koldun unleashes a wind that can simply make for a daunting display of power, or which can assail their foes with the biting cold of their ancient Carpathian homeland.

- **Cost:** One Rouse Check
- **System:** The user makes a Rouse Check and spends a turn concentrating. A chill wind begins to emanate from them in an area equal to half their Blood-Sorcery rating in yards/metres.
  By default this chill wind is merely daunting, but it can be whipped into a true frenzy if wished. The user must roll a contest of Blood Sorcery + Stamina vs Stamina + Occult or Fortitude.

  For every point of margin, mortals take a point of superficial damage and are forced back one step. Vampires are merely forced back a number of steps equal to the margin.

Level 5

ABJURE BLOOD SORCERY

The workings of Blood Magic are grave and complex yet those thoroughly versed in it are capable of throwing up quick wards to protect themselves against the effects of others, or with time to dissolve the workings of other Blood Sorcerers.

- **Cost:** 2 Rouse Checks
- **System:** Attempting to stop a Blood Sorcery power requires a roll of Intelligence + Blood Sorcery against the rival casters successes to activate that power + their Blood Sorcery.

  To dissolve Blood Sorcery that is already in place takes an extended test of Blood Sorcery + Intelligence.

  The difficulty equals twice the number of successes as were scored on the roll to cast the ritual.

  If the user knows the ritual they're trying to break then they reduce the difficulty to do so by 2.

  Known or not the time taken to dispel a Blood Sorcery ritual equals 3 times the difficulty in hours.
- **Duration:** Instantaneous when trying to stop a Blood Sorcery Power or as described above for powers that are already in place.

Blood Sorcery Rituals

Level 1

BLOOD WALK

ADDENDUM TO COREBOOK POWER

Being able to detect Blood Bonds holds great utility for the Sabbat in detecting the Elder's agents in their midst. Likewise, detecting the Vaulderie ties possessed by another is a sound way of identifying whether they are truly of the Sabbat.

The Blood Sorcery Ritual Blood Walk (found Pg.276 V5 Corebook) is amended as follows: *'On a Critical Win, the user can also detect Vaulderie ties held by an individual and gain impressions of who they hold them towards.'*

Level 2

FANGSTER

A creation of Anarch Technomancers, Fangster is an amalgam of cutting-edge encryption, VPN and low-level Thaumaturgical ritual. At its simplest the ritual creates a secret second-layer to websites that can only be accessed by vampires with Auspex, in it's more advanced forms it further helps encrypt this and other web-traffic, making it almost impossibly to access without mystical means.

The ritual has proven increasingly popular amongst the Sabbat, who became aware of it following interactions with Anarch technomancers.

- **Ingredients:** The users blood and a web-enabled device.
- **Process:** To cast the ritual the user makes a ritual roll and smears blood over each of their eyes and enters a Latin phrase into their web-browser.
- **System:** A successful ritual means that for the rest of the scene, anything the user posts is magically protected. For those with Auspex - Sense the Unseen (see V5 Corebook Pg.249) it is still possible to see the true message, whilst anyone else will

see a procedurally generated post. designed to blend in with a users' regular posts.

Level 3

WIND DANCE

Invoking the power of the winds the caster imbues himself or one of his Comrades in Arms with great speed, letting him dodge the blows of multiple foes as easily as they might avoid one.

- **Ingredients:** The caster's vitae, a ritual knife.
- **Process:** The caster slices their palm and uses their blood to paint intricate symbols onto the one being imbued.
- **System:** Upon a successful roll, the user ignores the consecutive penalties on rolls to fight multiple opponents.

THE CRONE'S PRIDE

This Power inflicts the curse of the Crone, who according to the Book of Nod bound Caine to her until he usurped her. This power inflicts the ugliness of the Crone upon the victim, cursing them for a single night to walk as she did.

- **Ingredients:** Ash of gopher wood, a piece of the intended target (a lock of hair, sample of blood, cut off finger, etc), the blood of the caster.
- **Process:** The user must combine the ash of the Gopher wood with the blood to make a paste. They must then rub the paste onto the piece of their intended target, on a success the ingredients catch fire and are destroyed as though exposed to sunlight.
- **System:** On a successful ritual roll, the target is rendered hideously ugly for a single night, suffering from the effects of the repulsive flaw and losing the benefits of the beautiful or stunning merits.

WARD AGAINST BLOOD SORCERY

This ward differs from others used by Blood Sorcerers, where others target types of creatures, this ward protects against hostile Blood Magics. The ward is typically placed upon an object the sorcerer wishes to protect or a trinket to be worn on their person.

- **Ingredients:** Chalk, finely ground silver, the caster's blood.
- **Process:** The user combines the ingredients and uses them to paint arcane sigils with an antipathy to magic on the item in question.
- **System:** The user rolls to cast the ward as normal, selecting a target as normal and notes the number of successes.

  The next time either the object or the individual wearing or carrying it are subjected to Blood Sorcery of any sort (power or ritual) the ward triggers.

  If the successes rolled to create the ward are greater than those rolled to activate the Blood Sorcery power then the ward expires and dispels the hostile effect. Otherwise, the ward is overcome by the effects of the Blood Sorcery expiring but failing to stop the effect.

Level 5

VALEDICTION

A semi-mythical power greatly feared within the Sabbat, it levies a punishment for breaking one of Caine's greatest commandments *'Thou shalt not slay thy Sire and drink his heart's blood'.* This edict is especially troublesome for the Sabbat, who practice diablerie readily.

- **Ingredients:** The Book of Nod, iron chain, the victim's name written in blood.
- **Process:** The caster must prepare a ritual circle, laying the chain to mark the boundary. They must then walk around the boundary, reading verses from the Book of Nod, whilst daubing the chain with blood. The victim must then be placed within the circle and remain there for the entirety of the casting. (They are usually staked to ensure this.) At the culmination the caster must throw the paper bearing the victim's name into the circle, as Caine's valediction against diablerie is chanted over the victim.
- **System:** If successful, the ritual returns the victim's generation and blood potency to that they had at their embrace.

The effects of this ritual last for a number of nights equal to the margin on the ritual roll.

EX SANGUINA

Blood Sorcery Ritual

Level 2, 3 and 4

Using knowledge of an object, the sorcerer imbues a facsimile with their blood to create the object of their desire. A power with immense utility, many Sabbat make regular use of this power to keep them and their packs supplied without concern for supply lines.

- **Ingredients:** The casters vitae, wax facsimile, vessel large enough to hold the object conjured.
- **Process:** Create a facsimile of the object from wax, this need not be to scale. The user must possess knowledge of the item they are trying to create (Intelligence + Crafts, Tech, Science, etc.) Creating the facsimile is a resolve + craft roll.

  The caster must then immerse the facsimile in a container of their blood. Objects created through this ritual can't be larger than the caster. The container used must be big enough to hold the object once conjured. Only 1 Rouse Check's worth of blood, enough to cover the wax facsimile is required.
- **System:** At 2nd level the user can create generic objects, at 3rd they may create duplicates of pre-existing objects. If the casting roll succeeds, the object is created and the components consumed. On a critical success, either a second object is created at no additional cost, or the duration the object lasts doubles.

  On a bestial failure the conjuring fails and the difficulty to conjure the same object increases by 2 for the chapter.

  Objects created by this ritual last for a number of nights equal to the successes on the ritual roll.

  The caster can extend this duration by touching a summoned object and repeating the ritual roll and making a rouse check. On a success the object persists for another night. If cast at 4th level the item becomes permanent requiring no renewal.

Oblivion

Level 3

RIDDLE PHANTASTIQUE

- **Amalgam:** Dominate 2

The Kiasyd pulls upon their links to Oblivion to inflict a dark and horrific riddle upon a target, channeled through Dominate, victims of this power become obsessed with solving the riddle, unable to contemplate anything else.

- **Cost:** One Rouse Check
- **System:** The Kiasyd rolls Manipulation + Oblivion versus the target's Wits + Occult. If the Kiasyd wins the contest, the riddle takes hold.

  Each turn the target can roll another Wits + Occult Test, it must get a number of successes double the margin scored by the Kiasyd in order to break free. In the meantime it takes no other actions, not even actions to save itself, unless it is driven into frenzy Providing the target with the correct answer proves ineffective, unless the riddler themself provides the answer.

  Should the target suffer a bestial failure or score a messy critical on any roll to solve the riddle, they suffer a stain, as the dark knowledge of the terrible riddle scars them.

- **Duration:** As above.

Oblivion Ceremonies

Level 2

RENDING VOID

- **Prerequisite:** Arms of Ahriman

With proper time and focus, an Abyss Mystic can channel the most savage elements of the Abyss through themselves.

- **Ingredients:** Broken glass, the caster's vitae.

- **Process:** The caster must kneel in shadow and recite incantations in Ancient Greek. At the culmination of the incantations they must cut their hand with the broken glass and then throw it out of the shadows.

- **System:** The user makes their Oblivion Ceremony roll. Upon success, the next time the user activates the Arms of Ahriman (See Pg.294 Chicago by Night V5) that night, the Arms deal un-halved superficial damage for the duration.

THIRSTING VOID

- **Prerequisite:** Arms of Ahriman

Abyss Mystics know that there is intelligence and hunger in the Abyss. What's more, they know that with the right offerings they can feed themselves and the Abyss they channel.

- **Ingredients:** A chalice or wine glass.

- **Process:** The caster fills the chalice or glass with blood, and recites an incantation in Ancient Greek. They must then pour the contents of the chalice or cup into a shadow, where the blood slowly disappears over the remainder of the ritual.

- **System:** The user makes their Oblivion Ceremony roll, and upon a success, the next time the user activates the Arms of Ahriman (See Pg.294 Chicago by Night V5) that night, the user gains the ability to feed from a target grappled by the arms.

  The user can slake 1 point of hunger every other round from each victim they have grappled, the rest of the blood being channelled to the Abyss.

Level 3

CHANGELING WARD

- **Prerequisite:** Shadow Perspective

The Kiasyd create a ward that channels the inscrutable, unknowable nature of the Abyss. When gazed upon by others they find themselves lost in unending corridors of shifting darkness unable to escape.

- **Ingredients:** Glass from a broken light source (a bulb or lantern) the caster's vitae.

- **Process:** The caster chooses the object of their ward. They dash their chosen glass offering against this object, shattering it. They must then take several of these broken shards, and using their Vitae carve or draw sigils necessary to channel the Abyss.

- **System:** The user makes their Oblivion Ceremony roll (noting the margin) and on success the ward is created. In areas of darkness or gloom it is imperceivable except by supernatural means, but if exposed to light appears as though painted in charcoal.
  Anyone other than the caster who sees the ward after it is created must roll Wits+Occult difficulty 3 plus the caster's margin. If they succeed on the roll the ward dissolves and they can proceed unimpeded. Otherwise the victim finds themselves stumbling in darkness unable to see or perceive anything for a number of turns equal to the caster's margin on the Ceremony roll.

- **Duration:** Until the ward is triggered.

SCRY THE SHADOW

- **Prerequisite:** Shadow Perspective

The Abyss Mystic extends their ability to channel their senses through the Abyss. Using sea-water as a medium they find that their ability to watch from shadows is enhanced letting them peer from any shadow they're familiar with for many miles.

- **Ingredients:** A bowl of sea water, powdered quartz, the caster's vitae.

- **Process:** The user must kneel in shadow and place the bowl of sea water in front of them. Into this they must place the powdered quarts as well as several drops of vitae. The caster must then stir the concoction and focus on a shadowed area they are familiar with within a radius equal to their Oblivion dots in Miles/ Kilometres.

- **System:** The user makes their Oblivion Ceremony roll, and upon success they are able to perceive the shadowed area, as per the Oblivion power Shadow Perspective. (See Pg.294 Chicago by Night V5). If the user possesses Shadow-Step and meets the requirements to use that power, they may use Shadows perceived via this ceremony as a destination for Shadow-Step.

Level 5

STEAL THE MIND

- **Prerequisite:** Riddle Phantastique, Dominate 3

Many stories tell of Fey stealing the minds of those they encounter. This power is likely the source of many such tales, but more importantly for the Kiasyd, serves their purpose in securing as much knowledge as they desire.

- **Ingredients:** Ink, powdered bone, powdered iron, candles, the caster's vitae.

- **Process:** The caster must mix the ink and bone together and use it to create a ritual circle. The victim of the ritual must then be placed within the centre of the circle, where they must stay for its entirety.

  The caster then fills the circle around the victim with sigils by pouring powdered iron. They must then set candles around the edge of the circle, igniting each, whilst tracing the outside of the circle with their Vitae.

- **System:** The user makes their Oblivion Ceremony roll. On success, they are able to siphon knowledge from a victim within the ritual circle.

  The caster chooses a mental skill possessed by the victim and gains a number of dots equal to the victim in that skill. Additionally they gain all of the victim's relevant knowledge related to that skill. (E.g. if they chose Technology, the caster could gain access to the victim's login credentials.)

  The skill dots and associated knowledge last for a number of hours equal to the caster's margin on the Oblivion Ceremony roll. During this time, the victim is slowly burned out by the power of Oblivion, destroying their memory and leaving them an empty husk.

  At the end of the ritual, the victim expires and the knowledge gained by the caster disappears. (Note the usage of this power may warrant stains dependent on the caster's morality.)

Backgrounds

Ritae

You are trained in performing the sacred Ritae of the Sabbat, probably having spent time studying under a priest of the Sabbat and potentially holding such a title yourself.

●
You know three of the auctoritas Ritae

●●
You know three of the auctoritas ritae and three of the ignoblis ritae.

●●●
You know all of the auctoritas ritae and 6 of the ignoblis ritae.

●●●●
You know all of the auctoritas ritae and 10 of the ignoblis ritae. You can develop your own ignoblis ritae (consult with the ST for the time required and the possible effects).

●●●●●
You know all of the auctoritas and ignoblis ritae. You can develop your own ignoblis ritae (consult with the ST for the time required and the possible effects).

Haven: Traps

Your haven is outfitted with one or more traps. These range from the relative ramshackle and benign to highly technical and utterly lethal devices.
You may have a number of traps equal to twice the base rating of your haven. (E.g. a 2-dot haven may contain four traps.)

Trap Lethality:

●
Non-Lethal: This trap merely impedes an attacker's progress and generally draws attention to their presence.

●●
Superficial: A trap that deals superficial damage to vampires.

●●●
Aggravated: A trap that deals aggravated damage to vampires or has the potential to stake them.

The traps resolve an attack/delaying action using a static pool of 6 die.

SABBAT VETERAN

Merely surviving in the Sabbat is a feat not many are capable of. The unlives of Sabbat vampires tend to be nasty, brutish and short. However, those who do survive and come to thrive amongst the harsh realities of Sabbat unlife can become some of the most daunting and powerful Cainites to stalk the modern nights.

Lore

● **Survivor:** Living in the Sabbat is not easy, you are familiar with the cycle of death in the Sabbat, and it has come to phase you less and less. You reduce the penalty on frenzy-checks when a pack-touchstone torpors or is killed by 1 to a minimum of 0

●● **Fighter:** To be in the Sabbat is to be a soldier, in a war against Gehenna, the Second Inquisition and all those who would deny Caine's truth. Choose: Brawl, Firearms, or Melee. You gain an additional die on all checks using that skill to represent your extensive familiarity with that method of war.

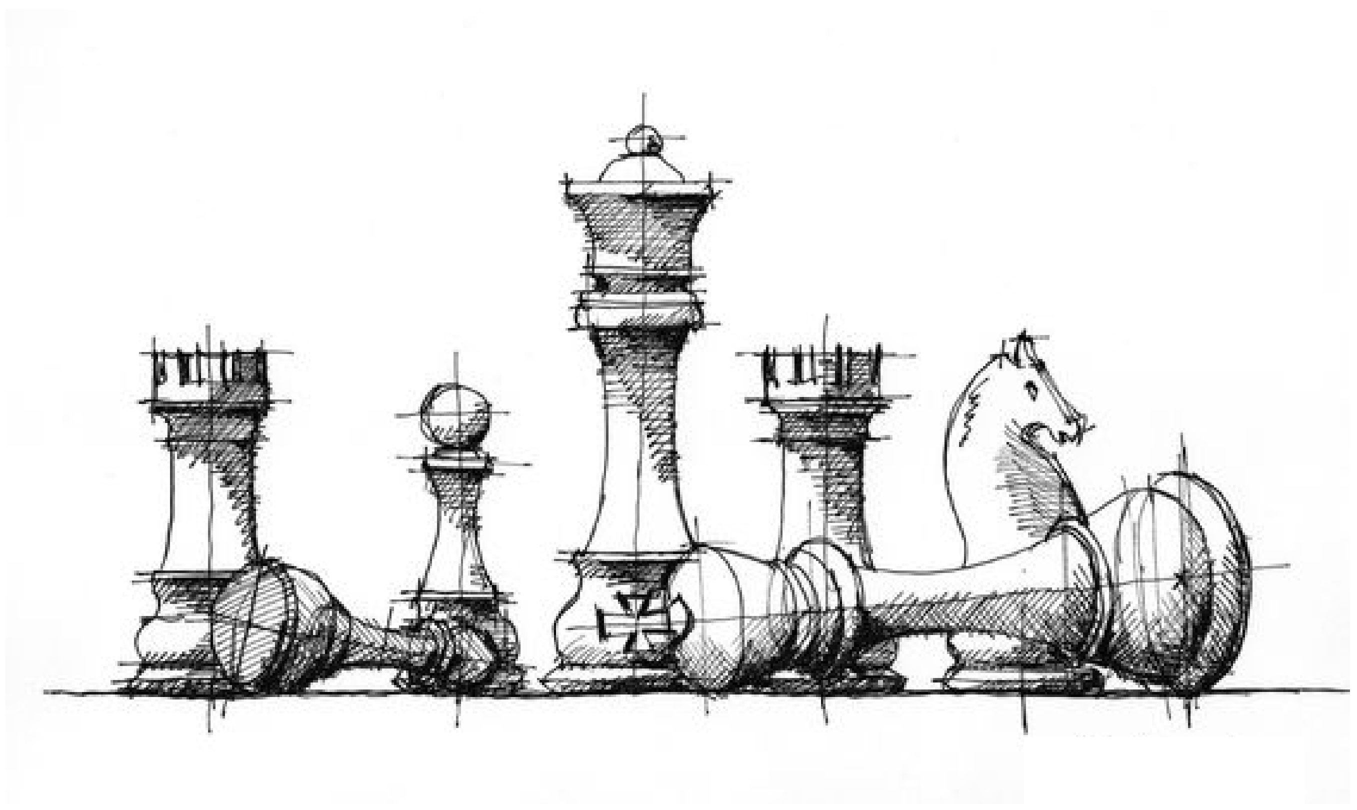
●●● **Pack Priest:** You gain 4-dots Ritae and 1-dot Status (Sabbat), but also gain a 2-dot adversary, either a theological rival within the Sabbat, or else another Kindred eager to exact vengeance upon you for your teachings.

●●●● **Ductus:** You currently hold, or have previously held, the title of Ductus, leading a Sabbat pack into battle. You gain 2-dots of Status (Sabbat), speciality (Warpack) in Leadership or Intimidation. You can also re-roll a single die in any check where your speciality is applicable when commanding members of your current or previous pack.

●●●●● **Confirmed Diablerist:** You have partaken of the Sabbat's most sacred of sacraments, you have drunk the heart's blood of one of the sect's enemies and lived to reap the rewards.

Reduce your generation by 1 and gain the first two dots of any discipline you choose. You gain a 2-dot Adversary, as well as the 2-dot flaw "Despised" representing the allies of the one you killed.

THE HIERARCHY OF THE SABBAT



Sabbat politics in an innate weave of contradictions. The Sabbat preaches the ideals of freedom and equality, that all Cainites are equal before Caine. But to complete the Sabbat's mission, the destruction of the elders and their tyranny, organisation is essential.

To this end the Sabbat has developed a number of religious and political offices. When combined with the internecine practices of the Sabbat, and the ruthless alien moralities of the Cainites involved, the politics produced are some of the most vicious and unrelenting imaginable.

Lore

● **Politico:** You are aware of the intricate webs of Sabbat power beyond your own city. You gain a 1-dot Mawla representing a Sabbat who shares your politics and is willing to advise you.

●● **VIP Access:** You have battered, charmed, intimidated or simply earned a meeting with a political luminary of the Sabbat. Once per story you can gain access to a figure of political significance for a meeting.
This Loresheet simply ensures they'll meet with you, how the meeting goes is down to you.

●●● **Spokesman:** You are the local spokesman for a senior member of the Sabbat. You gain 2-dots status and a 2-dot Mawla. These benefits last only for as long as you maintain your patrons interests, though their enemies will certainly act to undermine you.

●●●● **Envoy:** You carry messages between cities on behalf of various powerful Sabbat. Whilst you must keep your own political disposition quiet, you receive benefits from holding the station you do.
You gain 2-dots Status (Sabbat), and can count on a 1-dot haven in any city with a surviving Sabbat presence.

Additionally, once per story you can call upon the protection of someone you've delivered messages for in the past. They will only extend this favour once, however, before they expect you to move on. This might range from a Paladin physically defending you, to an Archbishop silencing rivals who attempt to question your neutrality.

●●●●● **The Council of Priscus:** You are a Priscus within your domain advising either the Archbishop or Cardinal in matters of strategy and politics. Your role is to advise and not to lead, though you likely hold significant informal power in your domain. Ultimately however, you report to the Regent and the Consistory. Younger Sabbat might question your place, but you serve in ways they can't understand.

You gain 6 dots to split between Mawla and Status (Sabbat). However, if you try to exert undue influence you will face pushback, especially from younger and loyalist Sabbat to whom you haven't proven yourself.

THE BLACK HAND

If the Sabbat is a Sect of Warriors, the Black Hand are their special forces. Every member of the Black Hand is a lethal warrior, more than capable of killing any mortal and all but the mightiest of Cainites who dare to oppose them.

True fanatics one and all, the Black Hand are extremely secretive regarding their membership and practices. Their operations, without exception, are highly effective but many within the Sabbat (especially within the Sabbat Inquisition) are suspicious of the secretive sub-sect.

Lore

● **Hopeful:** Many Cainites within the Sabbat aspire to join the Black Hand, However, of those hopefuls only a scant few will meet the high-expectations of the Black Hands recruiters. It doesn't stop a lot of Sabbat from trying to make themselves better recruits. You are one of these hopefuls, gain a speciality in brawl, firearms, or melee. Additionally once per chronicle you can ask the storyteller for information on the Black Hand or current Black Hand Operations.

●● **Cadet:** Of the hopefuls only a scant few will ever be chosen by Black Hand recruiters. Few Sabbat Cainites have the temperament, dedication and skills to suit them to the work of the Black Hand. You are one of the few, and your mentor has embarked you on the first stage of your existence in the Black Hand, a gruelling training regime, to make you worthy of being one of Caine's Chosen.

Perhaps your training is traditional, a strict barrack life as used to be the norm for the Cadets sent to Mexico or Canada; or perhaps you mentor has taken you to the fronts of the Gehenna Crusade intending for you to learn or perish. Gain a 1-dot haven with the armoury background to represent the billets your mentor deigns to provide you. Also gain the Occult Speciality Noddism to reflect the religious teachings you have received from your mentor.

●●● **Caine's Chosen:** No mere Cadet, you are a true member of the Black Hand. You have died twice, and yet been reborn thrice and seek to serve Caine as the truest of his soldiers. Gain a 2-dot mask representing a set of false papers that let you travel internationally in service of your duties. Additionally select the type of Black Hand Operative you were.

Shakar: Gain the specialities Stealth (Kindred) and Larceny (Infiltration)

Remover: Gain the specialities Science (Demolitions) and Leadership (Battlefield)

Infiltrator: Gain the specialities Subterfuge (Impeccable Lies) and Insight (Secrets)

THE BLACK HAND(CONTINUED)

The Black Hand for its part, pays lip-service to the Sabbat Inquisition. They are willing to influence Sabbat politics, but ultimately their dedication is to Caine and their mission of exacting vengeance upon the Antediluvians and all who serve them. Caine's Chosen face many threats in the modern nights, whether they survive will be down to their skill, tenacity, and faith.

Lore

●●●● **Zillah's Tears:** You have completed your pilgrimage to the Weeping Stone. The Book of Nod proclaims that all who sup of the tears of the 2nd Generation shall be reborn of her blood; and that in the time of Gehenna Caine shall call forth all those of Zillah's blood, be it from ashes or even the land of shadows itself.

Gain two additional dice on terror and fury frenzy rolls. Additionally, you suffer no stains for killing non-Sabbat Cainites.

●●●●● **Watch Commander:** You are no mere operative, as Watch Commander you direct Black Hand operations for an entire region. You are responsible for monitoring the status of all the agents within your region, as well as for ensuring they are ready to answer the call of the Sabbat as needed.

You receive a 4-dot Mawla representing the Dominion you serve.

Additionally once per story you can call on a 4-dot ally that will arrive 10 hours after requesting them. This 4-dot ally is a Kamut consisting of all the Black Hand operatives within 10 hours of you when you place the call. They will assist you with one operation of your choiceNote, that misusing this advantage will result in your censure.

HISTORY OF THE SABBAT

The Sabbat is a sect with a long and complicated history. From the torchlit nights of Medieval Europe to the Neon lit nights of of the West Coast, the Sabbat has stood against the Elder's tyranny. But for every battle fought against the Elder's tyranny the Sabbat has fought as many battle amongst themselves.

The Sabbat has fallen into a fourth Civil War in the modern nights and the conflict only adds to the woes the Sect faces the world over.

Lore

● **Dust & Echoes:** Much of the Sabbat has crumbled to dust in recent nights, be it at the hands of the Sect's enemies or in their rush to the conflicts in the Middle-East. You managed to save some precious scraps of history from the fire, however. Once per story, you can ask the Storyteller for a piece of historical information on the Sabbat.

●● **Civil War Warrior:** The Sabbat has had three great civil wars in its history, you have survived at least one of these or extensively studied the accounts of those who did. Choose either:

Negotiator: You learned from the ruin and devastation wrought by the Sabbat civil wars and strive to stop history repeating itaself. Gain an additional die on any check to maintain unity amongst the Sabbat.

Grudge Bearer: You are a partisan for one of the many factions that fought in the Sabbat Civil Wars. Gain a 3-dot Mawla from your chosen faction, but gain 1-dot Infamy with a rival Sabbat faction of your choice.

●●● **Diocese of Note:** Your knowledge of the Sabbat's history inspires you, and you are able to share that inspiration with others. Whether you tell stories of brave Sabbat incursions, atrocities committed by the Camarilla, or even tales of the Anarch revolt others find it hard not to be moved by your words. You gain the speciality Academics (Sabbat History) in addition you gain +2 dice on any Persuasion or Leadership check where knowledge of Sabbat history may assist.

●●●● **The Long War:** You were present at the battles around Thorns that birthed the Sabbat or are descended from or mentored by someone who was there. You gain a bonus die in any test against members of the Camarilla, this bonus increases to 2-dice if they or their sire were present at the Convention of Thorns. You also gain a 2-dot Mawla representing a distant and diffuse network of Sabbat

●●●●● **Ancient Prey :** You have discovered records of where an Ancient Methuselah lies or once made haven. The precious vitae, treasures and secrets within are yours if only you can seize them! You know the location of one Methuselah's haven. Additionally you are aware of some, if not the majority of the historic defences that protected the lair in question. (Though modern defences may require scouting.) What you find within is left to the storyteller, but may range from the torpid elder itself, to great secrets or other items of great vampiric significance.

LOYALISTS

The Loyalists are arguably the eldest political faction within the Sabbat. Members claim to carry the torch of the 1st Anarch Revolt to this very night, serving the Sabbat's true cause of liberating all Cainittes from tyranny. For the Loyalists authority is something that cannot be forced on any, least of all them. For the Loyalists to lend their support, the choice must be one made of their own volition and they have little time for any who seek to exercise hierarchical authority over them.

Dismissed by other Sabbat as sociopathic anarchists, concerned with nothing more than their thrills and whims; the Loyalists lack any organisation but persist throughout the entire sect. They snub mission orders and risk the wrath of their superiors to be sure, but they also serve to check the elders of the Sabbat. The innumerable young Cainites of the Loyalist have little influence in Sabbat high-politics, but any elder who dismisses them does so at their peril.

Lore

● **Undead Revels:** The Loyalists are known by many as the epitome of undead hedonists. Once per story you can gain an additional success to gain access to any party, concert, club, or other hedonistic event.

●● **Party Favours:** You have developed a diffuse network of fixers, dealers, people-traffickers, and arms smugglers who are willing to supply you with whatever you need for a good-time. Once per-story you can call upon a 3-dot Contact able to provide you with illegal services. You must take caution when doing so however, unless you and your contact will be caught by the authorities (mortal or otherwise)!

●●● **Purity of Babel:** Loyalists believe that perfect uniformity is just another form of slavery. Yet communities, packs must be the ones to lead. The Purity of Babel allows them to communicate amongst themselves, even in front of those who oppose them whilst keeping their words utterly secret. You know how to perform the Purity of Babel Ignoblis Ritae. Performing this Ritae requires a pack of Cainites to share their vitae in a common cup and to speak a Loyalist affirmation over it. For the remainder of the evening the Pack (up to 10 members) can communicate in a way, verbal or otherwise, understandable only to the participants.

●●●● **Fuck the Man!:** The Loyalist faction firmly believes that true-Sabbat must be free in undeath. The condition entitles them to a liberation that mere mortals and those bound within the strictures of other sects cannot experience. You gain 2 dice to resist attempts to force you to conform. Additionally, you gain 1 die on all attempts to encourage rebellion and disobedience.

●●●●● **Freedom in Death:** Once per story you can choose to receive no stains for committing an action, no matter how atrocious.

VETERAN OF THE GEHENNA CRUSADE

The Sabbat have long preached that vengeance must be had upon the Antediluvians and their puppets. For the betrayal of Caine and the 2nd Generation, for the enslavement of their descendants, the Antediluvians must be destroyed. These beings are ancient, many having walked the earth in a time before agriculture, a time where man was founding some if it's earliest cities.
Thus, the Sabbat drawn many claim by the Beckonning, have descended upon the Middle-East to wage war upon the Antediluvians and all who serve them. The war is a fierce one, embroiled in the mortal conflicts of the region, with primeval entities stalking the battlefields eager to slake their ancient thirsts.

Nevertheless, entire Sabbat domains have emptied as they head to the frontlines. For the Sabbat, if victory requires death to the last Cainite, so be it.

Lore

● **Combatant:** Many Cainites and Kindred are keen to learn of what has been happening on the fronts of the Gehenna War. Some may seek this information to trade on, whilst others ask after sires or Packmates that disappeared never to return.
Once per story you can try to use your experiences from the Gehenna front to gain a bonus die when interacting with another Cainite.

●● **Shadow-Ways:** You know the routes and means used by the Sabbat to ferry soldiers and materiel to and from the frontlines in the Gehenna wars. The routes are far from safe, but glory and opportunity await those willing to make the journey. You gain 2-dot Contacts related specifically to travelling to and from the Middle-East. Your contacts might be anything from lorry drivers, legitimate travel agents, or people smugglers depending on the route you take.

●●● **Frontline Souvenirs:** Fighting on the frontline of the Gehenna war was a dangerous prospect. But it was also a place of opportunity for the canny Cainite. War materiel was available in abundance, and you seized on some of it and brought it home. You have 3-dots of resources to be spent on military grade weapons. Everything from assault rifles, incendiary rounds, grenades, and even single-use rocket launchers can be secured. Using them outside of a warzone however, especially with the Second Inquisition ever-watchful may lead to trouble.

●●●● **Tour of Glory:** You became something of a famous fighter on the fronts of the Gehenna Crusade. Perhaps you were in the thick of the fighting or perhaps you managed a major stopping point on the way to the frontlines. Regardless of your role, those who fought there, and those who are still fighting there now your name. You gain 5-dots to distribute between the: contacts, allies, and mawla backgrounds representing your comrades in arms. You also gain either a 1-dot enemy or adversary, representing either Second Inquisition or Ashirra forces eager to hunt you down.

●●●●● **The Sword Triumphant:** The Sabbat's goals in the Middle East were myriad, but foremost amongst them was the hunting down of slumbering Methuselahs, and for the most fervent the Antediluvians themselves. You didn't find the lair of one of Caine's grand-childer, but you were involved in the slaying of a mighty Methuselah and lived to tell the tale. Gain 4-dots of Fame (Cainite) , wherever you travel amongst the Sabbat you are received as befits a war-hero of the sect. Additionally, once per chronicle when you attempt to seize a position of authority within the Sabbat you can count on the support of any Sabbat who you haven't created a personal animosity with. (This does not guarantee you power but limits the challengers you may face.)

SABBAT INQUSITION

The Sabbat Inquisition was originally founded to keep the sect free of Infernalism. When Infernalists and the followers of the Path of Evil Revelations were found within the sect it was agreed that they had to be purged, for binding oneself to the infernal was merely another form of servitude that Cainites should be freed from.

However, over the years this original remit has expanded to encompass a mandate of safe-guarding the Sabbat's religious and ideological purity. In the Nights since its creation the Sabbat Inquisition has declared a great many ideologies heretical alongside Infernalism. Not least of which the Paths of: Evil Revelation, Typhon, Sutekh, Lilith, and Blood.

In the Modern Nights the Sabbat Inquisition faces many enemies, both within the Sabbat and without. But with utter faith in their cause, the sanction of the Sabbat and the grace of the Dark Father they are certain in their victory.

Lore

● **By This Sign:** You have assisted an Inquisitor, or one of their agents in hunting their most common foes, an Infernalist. The experience never left you and you still see some of the signs of infernalism. Once per story you can ask the ST for a single sign of infernalism that you can actively try to investigate.

●● **Veteran of the Auto de Fe:** Due to your first hand experience of an Auto de Fe, either as a witness or a victim, you gain a 2-dice bonus to all etiquette and academics rolls relating to such proceedings.

●●● **Knight Inquisitor:** You stand as the able right-hand to a Judge Inquisitor of the Sabbat Inquisition. Your duties may vary slightly, but for the most part are a combination of judicious violence and missionary work. You root out infernalists and heretics and bring them to your master for judgement. Gain either a speciality Occult (Sabbat Heretics) or (Infernalists). You gain a dot of status (Sabbat), as well as two dice to melee pools when fighting the topic of your occult speciality.

●●●● **Judge Inqusitor:** You rank as a Judge Inquisitor, the High Inquisitor has entrusted you with the persecution of all heretics and rival faiths that dare to stand against the Sabbat. The role is not without its dangers, yet there are few Sabbat who do not fear the presence of a Judge-Inquisitor. Gain 4-dots status (Sabbat Inquisition), and an Occult speciality in either (Infernalists) or (Sabbat Heretics). As a Sabbat Inquisitor you have the right to investigate any member of the Sabbat for heresy or infernalism and if necessary to call for an Auto-De-Fe. Gain 2-dots Infamy (Infernalists) or (Sabbat Heretics).

●●●●● **Iron Reliquary:** You bear one of the most sacred relics of the Sabbat, a genuine Iron Reliquary. There was a time where all Sabbat Inquisitors received such holy icons as their badge of office, and they were a central pillar of Inquisitorial rituals. Possessing an Iron Reliquary gives you 2-dots Status (Sabbat) amongst those who know you possess the reliquary. You also gain an equivalent of True Faith 2 whilst holding the Iron Reliquary. You can use it to ward off any supernatural that is not a Sabbat Noddist, and can resist any of their mental powers by spending a willpower point, which protects them for two turns per willpower spent. (See pg.222 V5 Corebook)

THE NOMADIC PACKS

Truly embracing the freedom offered them by their undead state, the Nomadic Packs of the Sabbat are ever on the move. Whether tearing down highways, ram-raiding shops on the outskirts of a Camarilla city, these helions leave a trail of destruction and death in their wake.

For those outside of the Sabbat the Nomadic Packs are an ever-present source of danger, making life on the outskirts or travel between cities especially dangerous. All the warning a victim will recieve is the sound of roaring engines and the ecstatic cries of the Sabbat as they descend to

Lore

● **On the Road:** You have spent plenty of time on the road. Maybe you were somewhat transient before your embrace or perhaps you found true liberty in your undead state. Gain a Survival speciality in either (Roadways) or (Wilds).

● ● **Backpack Haven:** Even for Cainites to travel safely with any certainty takes some preparation. Either through judicious caution or due to bitter experience you always make sure to have sufficient material to protect yourself from the sun during your travels. You have access to a pair of sunbags (Core, p. 378), you also gain an additional die on all tests to try and sunproof your shelter.

● ● ● **Abbot at the Wheel:** No true Cainite, no matter how fearsome, can escape the need to sleep during the day. This poses a harsh dilemma for the Nomadic Pack, lose ground as you rest or have mortals take the wheel during the day. You have a pair of Abbots at your disposal. Build each Abbot as a 2-dot Retainer. They must be managed carefully however, if given the chance they will try to escape you and will possibly report you to the Second Inquisition.

● ● ● ● **I Know a Guy :** Your extensive and frequent travels mean that you rarely arrive anywhere without knowing somebody. Whether you left them on good terms, bad terms, or if they simply remember you as an odd customer all depends on your own brand of wanderer's charm. Whenever you enter a new city you can assign 3-dots in any combination between: contacts, mawla, and allies.

● ● ● ● ● **Thunderbolts from a Clear Sky:** Nomadic Packs are responsible for the Sabbat's reputations as hellions tearing into cities, leaving a trail of havoc and destruction in their work.

You fully support this accurate understanding and even lever this opportunity to your advantage. Tearing into towns with the roaring of engines and the howling of the wild and damned.

On your first night in a new city you gain a two-dice bonus to all skill rolls. This bonus drops to a one dice bonus on your second night, becoming 0 on the third night.

Additionally you gain 2-dots Status (Kindred Nomads).

THE COVENS

A rare sight in the modern-nights, the Coven Packs were those who held domains within the cities held by the Sabbat. Amongst the Sabbat they provide the bedrock of stability the sect needed to hold its territory, as well as the staging grounds and jumping-off points for further conquests. In the modern nights the few Coven Packs remaining find themselves cut-off and assailed from all sides. Hunted by the Camarilla, Anarchs, and Second Inquisition alike, the Coven Packs are often forced to hide themselves from outsiders or to work under false identities.

Yet for all the danger inherent to their nightly existence, the Coven Packs endure. They hold their territory and conduct their ritae awaiting the day when they will serve as the basis of a grand reclamation of the Sabbat's holdings.

Lore

● **Tip-Off:** You are well integrated into your local area, as a result you receive a tip-off once per story when someone is spying upon or intending to attack your haven. The information given and the time given to act on it may vary greatly.

● ● **Bolthole:** You have an emergency back-up haven prepped and ready to go.The haven is unknown to any but you and takes the form of some innocuous secret space. (A false section of pipe or wall being common.) This is a 1-dot haven large enough for 1 person and has the location merit, providing +2 dice on hiding from anyone searching for you.

● ● ● **Diocese of Note:** There are very few Coven Packs amongst the Sabbat these days, most were wiped out by the Second Inquisition or went to the Middle-East for the Gehenna Crusade. However not all locations could be abandoned so readily, you were left behind as a custodian of one such location of import. Work out why your Diocese is so important to the Sabbat and it's broader plans. Your domain gains 2-dots of Portillon, you also gain 2-dots Status (Sabbat). These benefits vanish if you abandon your domain for any reason, and you may even gain the Infamy flaw (Sabbat) for your failure.

● ● ● ● **I Know a Guy :** You have Influence with the local mortal authorities equal to three-dots and your domain gains 2-dots Lien. Mortal authorities hesitate to act against you, or to investigate your activities with any great focus, provided you make some effort to stay under the radar.
You also gain a 1-dot Enemy, an as of yet uncorrupted public servant who's eager to bring you down despite the corruption all around them.

● ● ● ● ● **Lair of the Mountain Lord:** Your haven may not be a literal mountain fortress, the likes of which the Tzimisce Voivodes once called home, but it's every bit as dangerous for would-be intruders.

You gain 5-dots to spend on Haven, and the XP cost of buying further Haven merits is reduced by 1.

ULTRA-CONSERVATIVES

A more modern emergence, the Ultra-Conservatives are made of those Sabbat who believe that unity and order are needed to achieve final victory against the Antediluvians and their puppets.

Ultra-Conservatives argue that unity and organisation must be imposed, and that a chain of command is essential to wage an effective war.

Lore

● **Abbot:** Most Sabbat are loathe to take mere mortals into their service, and Sabbat Ghouls (known as Abbotts) can expect little mercy from their inhumane regnants. You have one such retainer in your service, though you must be careful how you use them lest your fellow Sabbat think you are reliant on mortal hands. You gain a 2-dot Retainer, however, they must be used with care otherwise your fellow Sabbat may begin to call for their elimination.

●● **Loyalty in Death:** The Sabbat is a sect long at war and takes it's security seriously. One of the most common means of ensuring someone's loyalty in the Sabbat are the Tests of Verification. A series of signs and counter-signs. You know the signs and counter-signs for your region and can discern the loyalty of any claiming to be Sabbat. Likewise you can prove your loyalty to the Sabbat cause to others with ease.

●●● **Purity of Babel:** Amongst the Ultra – Conservatives the Renunciation is seen as a ritae of immense import. It involves a formal renunciation of former beliefs and swearing a public oath before being staked by the one conducting the ritae.

'I [Name], pledge to uphold the Sect, its rightful clergy, and its sacred goals, in the name of the Dark Father. Stability through discipline. Unity through constancy. Victory through relentlessness. I will prove my worth. I swear it, upon the altar of Caine.' - Oath of Renunciation

You gain an additional die on any check to resist frenzy when serving the Ultra-Conservative cause.

●●●● **Victory Through Relentlessness:** For the Ultra-Conservatives the Sabbat's war with the Antediluvians and their puppets can only be won with unfaltering dedication. You ascribe to this philosophy wholeheartedly, if you cannot break an enemy in one lethal blow you will destroy them with one unyielding assault after another. Once per story you can declare an enemy to be the target of your relentless assaults. You receive a 1-die bonus whenever you undertake actions against your target.

Additionally, the XP cost to recover or buy new backgrounds with which to attack your chosen target is reduced by 1 (excluding loresheets).

●●●●● **War Eternal:**The Ultra-Conservatives believe there can only be freedom for all Cainites once the Antediluvians and their puppets have been destroyed. Until then, it is the duty of all Cainites to serve in the army of Caine, obeying their rightful leaders to destroy Caine's errant grand-childer.

Your stalwart service gains you 2-dots status (Ultra-Convservatives) additionally, you can call upon a 2-dot Mawla to represent senior Ultra-Conservatives willing to assist you.

Additionally once per story, you can call on the assistance of the Ultra-Conservatives. This might take many forms from providing arms or troops, to getting you out of trouble with the Archbishop of your city.

UNDEAD HACKER

The second Inquisition's greatest coup was the compromising of SchreckNet the vampiric dark-web. Crossing sect boundaries the network was pivotal to many technologically inclined Cainites, including the Sabbat. By their nature and the brutality of their existence, the Sabbat has always tended to be younger Sect made up of those more recently embraced and able to comprehend and make use of modern technology.

Now the Camarilla shirks away from the use of technology with ever greater fervor fearing the Inquisition. GCHQ, the NSA, and more secretive groups besides have begun wadging an effective cyber-war against the undead, and where there is war, the Sabbat soon follows.

Lore

● **Back-Up:** You maintain a remote back-up of your electronic devices in-case they're compromised. This could take all manner of forms from a remote server secreted away somewhere in the city, to a more conventional cloud back-up. Once per story, if any of your computer equipment or data on it is compromised you can recover it within one night.

●● **Follow the White Rabbit:** You might not be a master hacker yet, but you're good enough to recognise their work and follow their trail that's for sure. You're on the trail of a master hacker willing to assist the Sabbat's agenda or at the very least to hamper their enemies.
Making contact with this individual (easier said than done) provides you with a 3-dot contact who is willing to perform technical work on your behalf.

●●● **Low Orbit Ion Cannon:** You are a proficient hacker and have the tools and contacts to show for it.
You gain an additional die on any attempt to access other networks illegally. You also have 3-dots contacts representing hacking contacts willing to help you with everything from day-one exploits to bot-nets or script-kiddies willing to assist with DDOS or similar attacks.

●●●● **Victory Through Relentlessness:** They don't know you're there, but you already have a bug in their system siphoning you all the juicy intel. Choose a target organisation (this could range from a Ventrue run corporation all the way to national intelligence agency assisting the SI). You gain a 2-dot Mawla representing the intel you're siphoning so long as the organisation doesn't become aware of your infiltration. Once per story, you can also use this access to commit an act of major sabotage but doing so reveals your presence.

●●●●● **The Shreknet Lives:** Fools, did they really think it was all shutdown? Perhaps you were a SchreckNet administrator, perhaps you simply found a server setup in an abandoned haven and had a poke around. Regardless of how you gained access, you've gained access to SchreckNet, the legendary Vampiric dark-web.

The network isn't what it once used to be. Compromised by the Second-Inquisition a lot of the data once held within has been purged, nevertheless elements of it still exist and contain potentially valuable data for the daring.

Once per session you can try to access SchreckNet to garner useful information. Roll an Int+Technology roll difficulty 2. The greater the number of successes garnered the more useful the information you glean.

However, if you ever fail the check or roll a messy critical then you are traced by the Second Inquisition. Not only do you lose 2-dice from future attempts to find useful information, but you also gain a 2-dot Enemy to represent the SI team who're now hunting you.

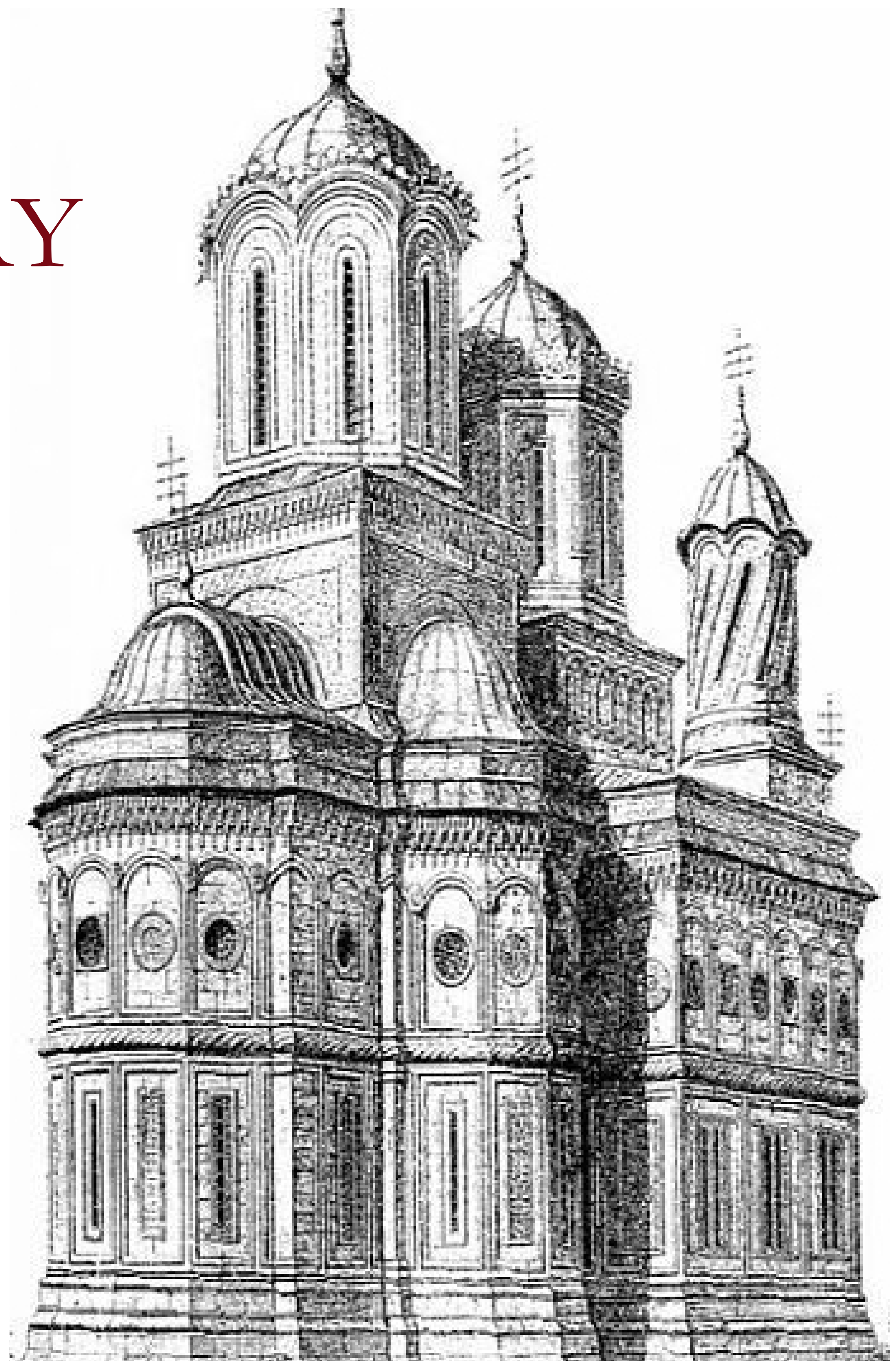
New Background

Path Loresheets

Choosing a Path of Enlightenment is a new type of background that radically changes a Cainite's morality. Walking a Path of Enlightenment is no easy thing, and the practitioners of a path treat their codes, the practices, and the creators of their Paths with a sacred reverence.

Any of the following loresheets can be chosen in addition to the normal allowance of one lorsheet, and one lineage.

THE BLACK MONASTERY



The Black Monastery was a convention of vampires in 1666 CE where many of the Sabbat's Paths of Enlightenment were developed into their modern forms. Since then the Black Monastery has become a legendary event amongst the followers of many paths.

The truly devout or the truly dogmatic often travel to the site of the Black Monastery in Basel Switzerland, hoping the seclusion and sacred architecture will aid them in finding understanding on their Path.

Lore

● **Whispers of Basel:** You have heard in certain Sabbat circles whispers of a monastery of great import. You are certain of its significance and are close to answers. Once per chronicle you can ask another member of the Sabbat about the Black Monastery and receive an accurate answer.

●● **Walk the Sacred Ways:** You are preparing yourself for the trip to the Black Monastery. You've prepared a false identity to travel under and have acquired the means to travel.

You gain a 1-dot Mask and 1-dot of Resources representing your means of transport (anything from a motorbike to a van).

●●● **Sacred Tutelage:** The one mentoring you in your transition to a Path of Enlightenment has completed a pilgrimage to the Black Monastery itself. They can't share the true scale of the revelations, but they share what fragments of wisdom they can.

You gain a 3-dot Mawla, but they will only assist you with matters relating to your Path of Enlightenment. You gain an additional die on all rolls (except remorse and conversion rolls) relating to Paths of Enlightenment.

●●●● **Writings of the Prophets:** You can reduce the cost of increasing a path (chosen when you select this loresheet) by ⅓ (rounded down), once per chronicle.

●●●●● **Pilgrimage to the Black Monastery:** By undertaking the perilous journey to the Black Monastery itself, you may, once per chronicle increase your Path Rating without expending XP.

[Note: ST's are highly encouraged to run this pilgrimage or not allow players to take this lorsheet. It is not something to be hand-waived and should pose an active and present danger to the character.**]**

THE PATH OF BLOOD

An ancient path indelibly tied to the Banu-Haqim, the Path of Blood has been one of terror for elders for as long as they can remember. Even before the Camarilla and Sabbat came to be in the fires of the Anarch revolt, European Cainites feared the coming of the Assamites, who they characterised as nought but wanton diablerists.

For the practitioners of the Path this fear was well warranted as they were executing their divine duty of waging war upon the cursed Spawn of Khayyin. However, when the Camarilla levied a curse upon the clan stopping them from committing Diablerie, practice of this Path abated. This state of affairs was only made worse with the defection of many Banu-Haqim to the Camarilla where the practice of Paths is met with disdain, especially one as hostile as the Path of Blood.

Circumstances have changed however, with the return of Ur-Shulgi breaking the curse levied by the Camarilla and letting the path's practice return in full force.

Lore

● **Alamut Advisor:** You occasionally send correspondence and more importantly, vitae to Alamut. You may write to Alamut once per story requesting guidance or information that will serve followers of the path. You may do this multiple times per-story if you send a tithe of blood prior to sending

●● **Cached Vitae:** The Path of Blood eschews contact with mortals, but also advises against consuming their blood unless truly necessary. The blood of a mortal only nourishes the physical, whilst the blood of Khayyin sates one spiritually.
You have a cache of vampiric vitae that has been treated by rites preserved within Alamut itself. You can slake up to 2-dots of hunger from this cache during the story without risking a bloodbond. Re-stocking this supply necessitates a way to contact Alamut and a way to transport the vitae to you.

●●● **Master of the Beast:** The beast must be controlled, failing to control simply leaves one vulnerable and unable to follow the teachings of Haqim. You gain two-dice on all frenzy-checks.

●●●● **Dread One:** Those of Khayyin's Children who have strayed from the true path know to fear the Dervishes, for they will offer salvation but the once and think nothing of killing those who have erred. This reputation precedes them and whilst not entirely accurate is something you can exploit to your advantage.
Unless you choose to make your adherence to the Path of Blood common knowledge you can reveal your affiliation to gain 3-additional dice on any check to intimidate, though this bonus only applies on the night you reveal it. Once your adherence is revealed the bonus is reduced to 1 bonus die.

●●●●● **Prophet of Haqim (Path Adherents Only):** You are a well established Prophet of Haqim's word. You offer salvation for all of Khayyin's Children willing to accept his word and death for all those who refuse to journey back into Khayyin's grace.
Gain 2-dots status (Prophet of Khayyin), once per chronicle you can offer a child of Khayyin the chance to convert or die. If they accept conversion then they become a 3-dot Mawla loyal to you as long as you guide them on the path. If they refuse you can diablerise them without suffering a reduction in your path rating.

THE PATH OF CAINE

Amongst the Sabbat the Path of Caine is associated with the most studious and most ruthless of Cainites. Followers of the Path strive to emulate Caine in all things and whilst many will proselytize to their fellows, they will all demonstrate their supremacy when given the chance. Displays of disciplines, understanding of the sect's enemies, or control of the beast are common amongst the Noddists.

They let none doubt their faith or their power. They each know that when Gehenna comes, Caine will call his faithful to him and they will answer him with all the power at their command.

Lore

● **Followers of the First Vampire:** To walk the Path of Caine is to accept Caine as the true first Vampire and to try and follow in his steps. Emulating the Dark Father brings a Cainite a great many benefits if they can remain true. Your emulation of Caine helps you accept your nature as a true Cainite. Whilst you still walk the Path of Humanity you may reduce the number of stains you receive for an action by one, once per story when none of your

●● **Cadet:** Followers of the Path of Caine are taught to channel and control their vampiric urges. One mustn't deny a vampire's needs, but the wills of the beast can be bound and made to strengthen you if you have but the will. Once per story you can roll a rouse check to pass a frenzy check. (Note any increase in hunger can cause you to succumb to a hunger frenzy.)

●●● **Apocrypha of Caine:** You have uncovered writing from historic Noddists detailing lesser-known stories of Caine. You are able to glean wisdom from these writings, but they require intense study to glean the true knowledge within. Once per session you can attempt to glean information from the Apocrypha. Roll a Resolve + Occult test Difficulty 5, succeeding on this check lets you add an additional die to all rolls related to one of your disciplines for the evening.

●●●● **Power of the Dark Father:** You have gained access to a manuscript written by a martyr or theologian of the Path of Caine. This manuscript gives you feelings of power by simply possessing it, you wonder what it might do if you read it in full.

Reading the manuscript increases your rating in one Discipline of your choice for a single evening once per chronicle. Choose a power, for all intents and purposes until the end of the night you count as having learned that power in the usual ways.

●●●●● **The Blood of Kindred (Path adherents only):** If you commit diablerie on a Kindred with a Humanity rating of 6 or greater you do not suffer the automatic loss of path rating.

THE PATH OF CATHARI

In the modern nights the Path of Cathari is one of the most prevalent. An unflife of intoxication, excess and hedonism appeals to many, especially amongst the Loyalists of the Sabbat. Whether it be cavorting through the front line of Camarilla 'resistance' or corrupting Anarch fledglings in dens of sin and vice the Cathari thrive.

Some amongst the Cathari lament the superficial grasp many younger adherents of the path have, few grasp the dualistic nature that underpins their highest ideals.

Lore

● **Creators of Light & Dark:** The Cathari find the basis of their ideology and belief amongst the Catharist Heresy of the Middle Ages. The Cathars believed the world was split between the dark, sinful, material world and the virtuous, enlightened world of the spirit. You have started researching the Catharist Heresy, its ties to the Albigensian Crusade and the vampires who survived it. Once per story you can ask the storyteller for information about the Cathari.

●● **Material Vice:** For the Cathari the material world is rooted in suffering, misery and all things foul. Even the most pleasurable and luxurious comforts of the material world ultimately hide sinister corruption that sullies a person. Your knowledge of the duality between the material and the spirit means you can turn even the greatest of luxuries foul.
When you see another individual partaking in material pleasure you can roll a manipulation + insight roll difficulty 3. If you succeed you can discern a way to spoil the pleasure for them and drive them to greater excess.

●●● **Spiritual Perfection:** Whilst the material world is fallen, the spirit is noble. It is the seat of compassion, sacrifice, honesty and integrity. For mortals they can exalt their spirit by celebrating the finer parts of the spirit. Cainites as creatures of evil, and exempt from the true realm of the spirit, can only find it accepting their place as purveyors of the evils of the material world.
Once per story when you convince someone to engage in excessive or gluttonous behaviour you can heal a point of superficial or aggravated willpower damage.

●●●● **Gilded Cage:** The Cathari preach that as creatures of the evil creator, they must revel in the material prizing of wealth and luxury. You are no exception and have prepared a haven where you can tempt and corrupt others in supreme luxury.
You gain a 2-dot haven, it gains the luxury and location upgrades. You do not need the resources typically required to maintain the luxury haven upgrade legally.

●●●●● **Dark Miracle (Path adherents only):** The Cathari believe that the most depraved or saintly of mortals must be embraced. Those who accept their curse can bring much corruption into the material world, and the virtuous can be brought low by the curses' material corruption.
Once per chronicle you can embrace a mortal of great human virtue (humanity 8 or greater) or great moral depravity (humanity 3 or lower) without suffering any stains. When you do this, you can remove all stains from your morality track.

THE PATH OF DEATH & THE SOUL

The Sabbat practitioners of this Path are macabre scientists dedicated to understanding death. For a sect whose ultimate mission is slaying beings beyond comprehension, these practitioners play a vital, if underappreciated function. Outside of the eschatological aims of this path however, the practitioners of the Path of Death & the Soul are weapons for the Sword of Caine.

Each Practitioner levies their understanding of death and unlife to most effectively destroy the sect's enemies. Some unleash virulent pestilence created by channelling the Abyss through mortal hosts, others bring spirits or animated cadavers to assail the enemy in droves.

For those who walk the path however, each life ended, soul bound or pestilence unleashed is just another chance to learn. One night they will be called on to serve Caine's final punishment upon his errant grandchilder, and then they will celebrate the fruits of their labour.

Lore

● **Banshee (Path Adherents Only):** Those who follow the Path of Death & the Soul do not interfere to stop deaths. The last breath of a dying man is not something to be denied him, rather it is something to be quantified and understood.If another interferes however, well, it is simply not the dying man's time, Path adherents understand death comes for all eventually, it can only be forestalled, never denied.
You suffer no stains for allowing a death to occur even if you could have stopped it regardless of the circumstances.

●● **In Pursuit of Knowledge:** You are familiar with the decaying effects Oblivion can have on the soul and take measures to protect yourself as you work. Once per session, when you would take a stain after rolling a 1 or 10 on a rouse check for an Oblivion ceremony or power, you can remove it to represent your wards and preparations preserving your soul.

●●● **Purpose before the End:** Those who follow the Path of Death & The Soul are well known for their studies of death. However, they also seek to comprehend the purpose for death and the life that preceded it. Once per story you can declare an individual to be a subject of your study. You must seclude the individual in an area where you can study them. Each time you do roll an Intelligence + Insight roll. Each success inflicts a point of superficial willpower damage to the victim, and a critical inflicts 2-points of superficial health damage. However, each such study allows you to automatically recover a superficial willpower.

●●●● **The Dead Will Serve:** Your studies bring your mastery over the already departed to new heights! Add One-Third of your path rating rounded up, to rolls to try and control wraiths, spectres, zombies, and similar dead creatures (excluding vampires).

●●●●● **Death Ascendant:** Your intricate studies of death, your glimpses beyond the veil have let you find a way to save yourself at the crucial moment so you might continue your studies.

Once per chronicle when you are killed you can roll your path rating. If you roll a critical instead of dying you are left with a single point of superficial damage remaining. (Might be changed, lots of ideas)

THE PATH OF POWER & THE INNER VOICE

Pioneered by a Lasombra, and popular amongst the Sabbat and beyond , the Path of Power & the Inner Voice is regarded by many as a more comprehensible path. Cainite or Kindred, vampires are often drawn to power, and the Path of Power & the Inner Voice reflects this.

Whether brow-beating their inferiors, giving stirring orations to their troops or devising the next stage of a strategy decades in the making, Unifiers are fearsome leaders and implacable enemies. It is by the ruthless will of many a Unifier that the Sabbat has survived as long as it has. Now with many of the Path's practitioners amongst that ancient sect departing for the Camarilla, power-struggles long settled begin anew. The night will be consumed by fire and blood as it has since the nights of Caine, and the unifiers will rise to rule over it all, or die in the attempt.

Lore

● **Dutiful Servant:** The Path of Power & The Inner Voice espouses the importance of leadership, but also counsels obeying those above you who are worthy of it. You have proven a diligent, if ambitious, servant and they are willing to overlook minor power-grabs that don't threaten them.

Once per chronicle, in light of your exemplary service, a superior will overlook your attempts to seize power,

●● **Imperious:** You've truly taken to hear the ideal of Cainite as master and ruler. This certainty in your purpose lends greater gravitas your commands that few are able to resist.
You gain 1 die to any leadership, persuasion or intimidation check to direct your immediate subordinates.

●●● **The Lord's Teachings:** History holds the path was created in the 16th century by a Lasombra called Lord Marcus. You have found one of his early treatises on the path.

You gain a speciality in: Leadership, Politics, or Insight. You also gain additional 2 dice when attempting to convert to the Path of Power & the Inner Voice.

●●●● **Master's Introspection:** Once per session, you can automatically succeed at the check to act against a conviction derived from your Vaulderie. This can only be done if done in the direct pursuit of greater power.

●●●●● **Lord of Iron:** Followers of the Path of Power and the Inner Voice are willing to use whatever means they must to seek power. They will also obey those they acknowledge as fitting superiors and don't go out of their way to mistreat their underlings. However, any true Unifier will not hesitate to resort to any measures to ensure their control.

Once per session, you can enter a social or physical combat with an individual that has refused your commands. Every point of willpower or health damage you inflict upon them grants you an additional die on your next roll to command the same individual.
Should you lose this combat however, you immediately become impaired for the rest of the night.

THE PATH OF TYPHON

Loathed and feared by the Sabbat as a cult of Antediluvian worship, the Typhonist are amongst some of the Sabbat's most insidious enemies. To the uninitiated members of the Sword of Caine, many a Tpyhonist appears to offer a smiling face and helping hand. But such naive sect members would do well to be wary.

The Typhonists sole aim is the resurrection of their slumbering Antediluvian. The elaborate weave of corruption, obligation, and blackmail, only serves to ensnare more servants to act in his name. Unfortunately for the Sabbat Inquisition, every Typhonist they slay, every foolish Sabbat they redeem, is as nothing to Set and his faithful.

Thanks to the stolen gift of Caine they are free to wage their own hidden war for eternity. If it should take until Gehenna for Set to return, then the Typhonists are willing to wait, steadily building their army, one mark at a time.

Lore

● **The Many Names:** When a Setite, Ministry follower or even Serpent of Light introduce themselves to occultists and the gullible they have a panoply of names to give their words import to such people. Once per story you can drop the many names of the Serpent, giving you an additional die on all rolls involving occultists or the impressionable for the scene.

●● **Settling Accounts:** The Typhonists rarely ask favours of others, but when they do they always do so having offered assistance first. Whether you or another Typhonist were the one to offer the help, you're able to call the accounts of those who've had dealings with other local path followers.
Once per story when trying to gain services from a mark you can check with fellow Typhonists to see if they have any leverage. Make a charisma or Manipulation + Persuasion roll difficulty 2, if you succeed you learn what leverage your fellow Typhonists have over your mark, allowing you to better control them.

●●● **Purity of Sin:** Typhonists are regarded by many as nothing more than drug-pushers, pimps, and fixers. But in truth this façade is just a means to an end, ensuring others are dependent upon them. Typhonists can make sure that everyone comes to serve in the resurrection of Set.

Choose a given mark, you count as having bullied the equivalent of 4-dots of Mawla into them. They are a pawn in your greater task of enacting Set's resurrection and the blackmail, supply of narcotics, or debts they owe you keep them in your thrall as sure as any blood-bond. However, should you ever lose the leverage you have over your mark then they stand to become a powerful adversary keen to avenge themselves upon you!

●●●● **Preserve the Veil of Night:** Many know the Facade of Theophidians, Setites and members of the Ministry. They are corrupters, beguilers, and drug dealers, if there is a vice or a crime they will facilitate it. In truth this facade is carefully maintained so that the pawns of the Antediluvians don't become aware of their true intention of reviving Set, and this veil is maintained with ruthless dedication. Should your true purpose be revealed then you can call upon the support of all local Theophidians in hiding the truth. They will stop at nothing to hide the secret, intimidating, blackmailing and murdering as necessary. Ultimately, calling upon this assistance all but ensures the secret will remain so, but it will utterly destroy your reputation amongst your fellow Theophidians.

●●●●● **Vision of the Great Serpent:** At first you couldn't explain it, but then you understood. Since your embrace you saw visions of a great-serpent in your day-sleep, it was chained and bound and roared to be free! Any Setite with whom you share your visions can immediately recognise you for what you are, a true Prophet of Set. You gain 3-dots status (Setites) and Setites will defer to you in religious matters. However, you and those with whom you share your visions are hunted by Lupines. The cause of their animosity is unknown but they are unrelenting in their pursuit.

THE PATH OF HONOURABLE ACCORD

Of the paths, many Cainites, many Kindred view Honourable Accord as one of the easier paths to walk. Mortals and humane Kindred can understand honour, placing a cause beyond and above themselves. Many think as a result they can understand the Knights, their reasons and motives.

But they fail to understand the true dedication the Knights try to practice. Holding ideals is easy, holding them in the face of eternity is much harder. A Knight never knows when their end will come but wakes each night knowing they must continue to follow their code or risk falling to their Beast once and for all.

Lore

● **Squire:** You have begun the research necessary to dedicate yourself to the Path of Honourable Accord. Already you find your will has strengthened and can push yourself when it is most needed.

Once per story, you can automatically recover one point of superficial willpower damage.

●● **Exemplary Character:** Your exemplary dedication to your cause makes it hard for anyone to question you or your conduct, and even should you stray it is hard for anyone to make their accusations stick.

Once per story when accused of misdemeanours or unbecoming conduct, you can dismiss the attacks citing your sterling record without needing to roll. What's more you suffer no further repercussions for this defence.

●●● **Crusader:** You are known as a stalwart defender of your group's traditions and causes. This earns you acknowledgement throughout your group, and allows you to call upon broader support when needed.

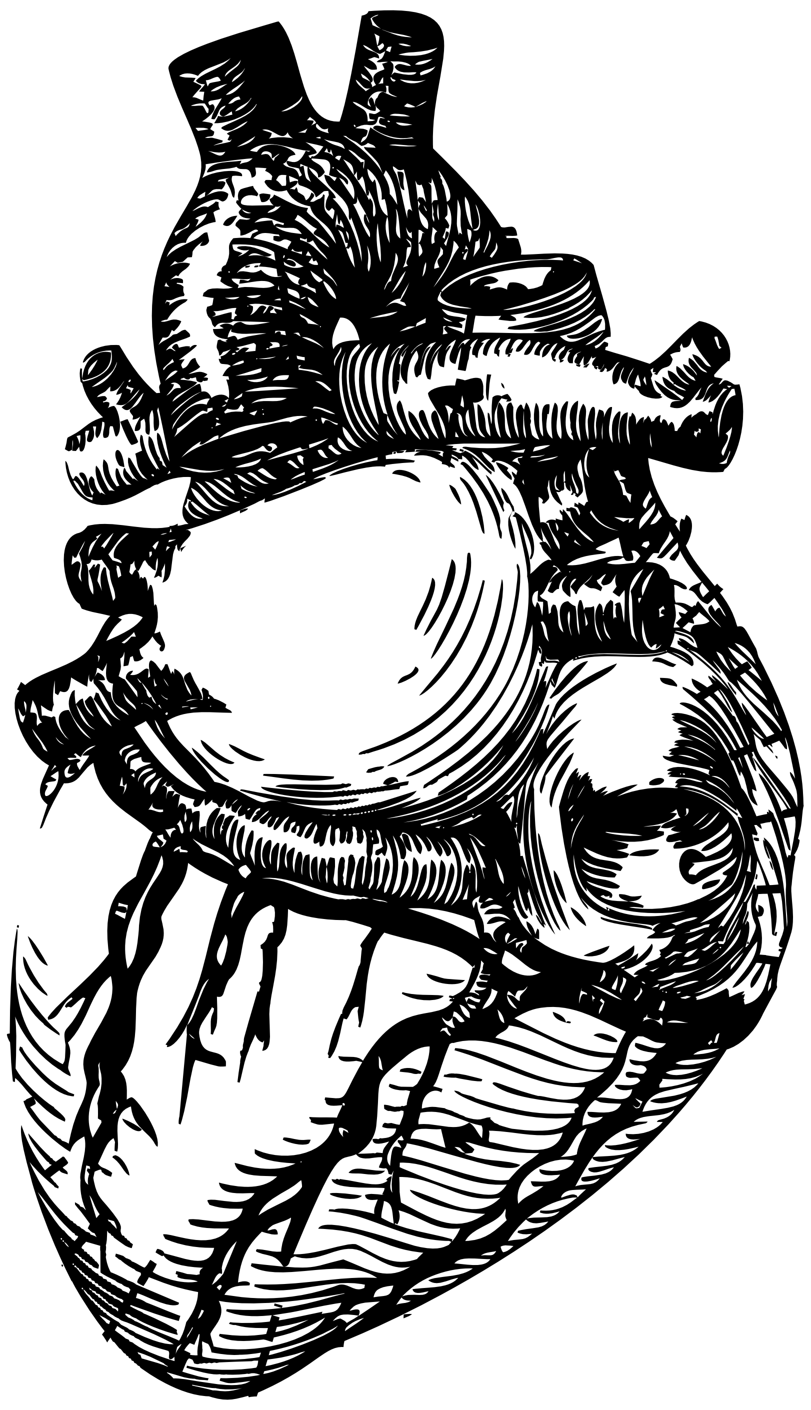
You gain 1-dot Fame (your chosen group). Once per story, you can also call upon a 3-dot ally to assist you with a task vital to your group's goals.

●●●● **Legendary Defender:** Your dedication to your group, your cause, and your leaders is legendary. Many of your groups leading elements look to you when they are in need of a defender, and whilst this carries no small amount of danger, it comes with many perks. You gain an additional die when taking an action to protect your immediate allies. Once per story you can offer your services as a bodyguard to a VIP in your group. If you succeed in your task then you gain 4-dots to split between Mawla and Status. You can expect to have to act in defence of your charge (otherwise they wouldn't call on you). What's more if you should accept the mission and fail then you stand to gain infamy within your own group.

●●●●● **Knight Reborn (Path adherent only):** You are a modern exemplar of the vampiric knights of yore.

You gain an additional dot of path-rating, and once per story can call upon your standing within your sect as a dutiful servant to ensure a course of action is adopted and carried out, so long as the action in question is honourable and in accordance with your sect's teachings.

THE PATH OF THE FERAL HEART



To many, the Path of the Feral Heart is a path for the true monsters. It is the closest a Cainite can come to the beast without falling to the Wassail. This outside understanding only scratches the surface, however. It is true that the Beasts who walk the path don't concern themselves with politics, esoteric mysteries, or any grand designs. But the Beasts share an instinctual knowledge, a common understanding that through its simplicity unites them.

They know what they are, that they must hunt to survive. They know they need a pack to survive. They know that whilst others disregard them as brutish thugs, it is they who will survive, they who will manage their Beast for another night.

Lore

● **Creatures of Fang & Claw:** Choose an animal, when you use animalism powers on this type of creature gain an additional die to all rolls. (This bonus can apply on-top of specialities.)

●● **Roamer:** You know the safest means of moving without coming under attack. When travelling between cities, you gain 2-dice on survival and stealth checks in order to travel undisturbed.

●●● **Wild One:** Others know better than to try and entangle you in their political plots. Whilst you forswear their scheming, you're not naïve by any means, and more than one plotter has fallen at your claws.

Whenever anyone attempts to gain power or other advantage over you using political means they suffer a 2 die penalty.

●●●● **The Beast Within (Path Adherents Only):** When backed into a corner or hunting you can call upon the power of your inner-beast to unleash truly devastating attacks.

When fighting in a Protean beast form, or using feral weapons, you can make a rouse check before your attack to convert the damage to aggravated damage.

●●●●● **Peerless Hunter (Path Adherents Only):** You have become what all true vampires aspire to be, a Peerless Hunter. You are able to stalk anything that dares to oppose you, for now, it is all prey and you are the predator that haunts their nightmares.
Choose Either:
Stalker: When attempting to ambush your enemies you may re-roll two failed dice on the Dexterity + Stealth check.

Charger: You gain an additional +2 damage on the first attack in any combat.

THE PATH OF METAMORPHOSIS

Every Cainite undergoes a rebirth following their embrace. Their old life falls away piece by piece, the daylight fades from memory, attacking others to survive becomes the norm, and strange powers begin to manifest. As a Cainite continues their nightly existence, a rare few acknowledge these changes, the opportunities they afford.

The Metamorphosts seize on this rebirth. Psychology, physiology, morality all change for Cainites and all can evolve by embracing that change.

The Metamorphosists codify, analyse and optimise these changes, taking the best from themselves, challenging those around them to meet their standards. Each Metamorphosist knows, each understands these changes are the key ascension and apotheosis, and they will do whatever it takes to reach the apex.

Lore

● **Verge of a Breakthrough:** The Path of Metamorphosis espouses the importance of understanding and apotheosis, but just as important is the pursuit of empirical discovery. For those who walk the path, the verge of discovery is a familiar place.
Once per story you can add a single die to any medicine, science, technology or occult check.

●● **Cryptophile:** The Path of Metamorphosis requires adherents to discover truth and information for themselves. But just as important is preserving information and denying it to flawed creatures who would misuse it. You have created an extremely secure repository for your greatest secrets. This could range from a conventional encrypted journal or hard-drive, all the way to scrimshawed notes recorded on the bones of your own body. To gain access to your secrets requires not only their discovery, but also an appropriate test (academics, technology, medicine, etc) at difficulty 4.

●●● **Secrets of Perfection:** Your extensive studies have granted you clarity, whilst apotheosis still eludes you, your discoveries still benefit you greatly. You gain an additional die to all uses of Protean powers.

●●●● **Survival of the Fittest:** The adherents of the Path of Metamorphosis do not concern themselves with the politics, whims, and petty concerns of other Cainites. Theirs is a metaphysical understanding that all things are part of evolutionary chains. Animals are below humans, below ghouls, below Cainites.
When confronted by another creature you can make either a resolve + occult or resolve + medicine roll, for an animal the difficulty is 3, humans and ghouls 4, and Cainites 5. If you succeed on the check you can add your margin to any: medicine, science, or fleshcrafting roll against the creature once per story as you exploit your understanding of their place within the chains of evolution.

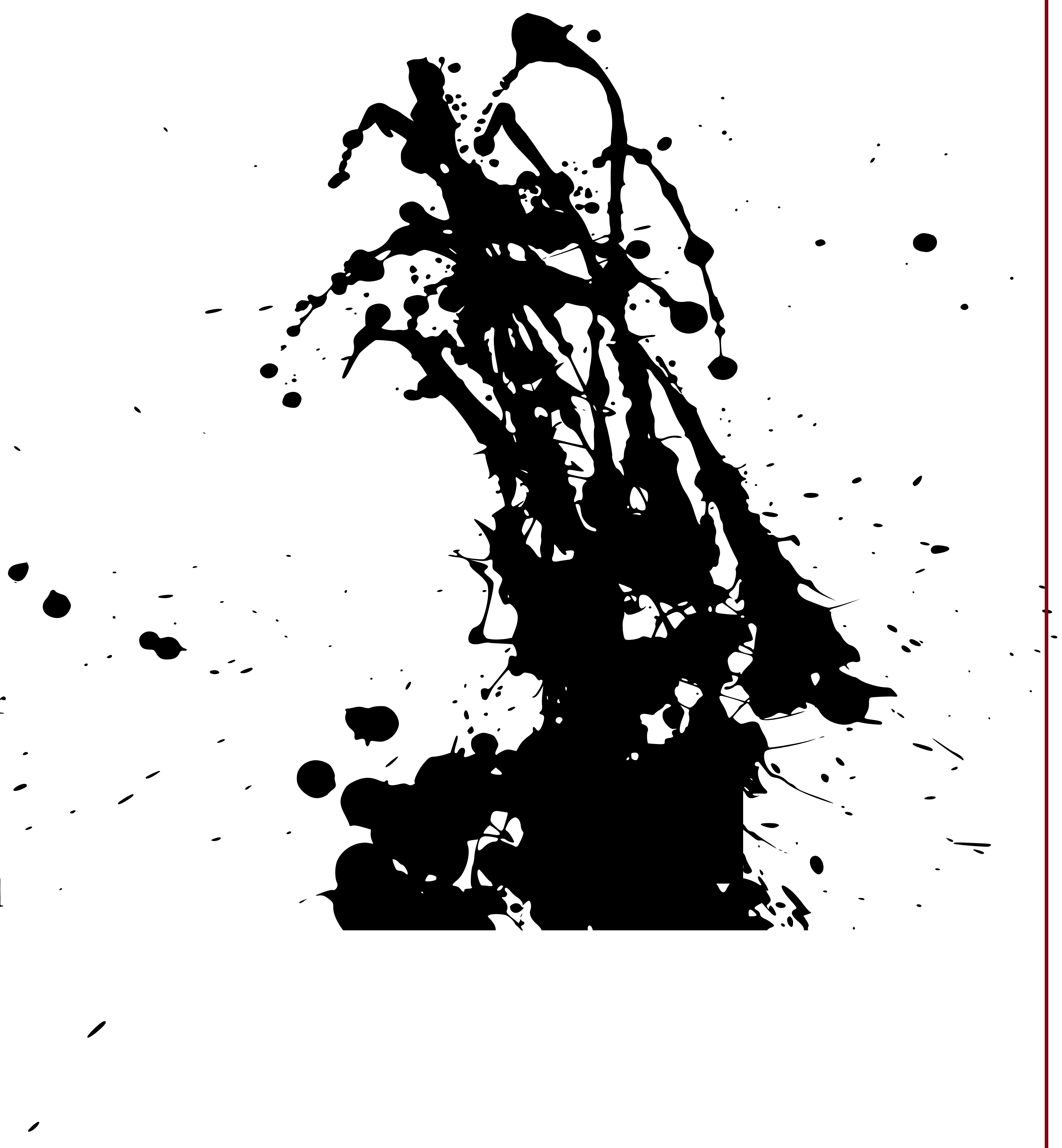
●●●●● **Aspect of Apotheosis:** Combining the secrets gleaned by your studies with your mastery of Vicissitude, you are temporarily able to push your form to truly horrific heights for a brief period.

Once per-story when using Horrid Form you may add your path-rating to the number of free Vicissitude changes permitted by Horrid Form.

THE PATH OF NIGHT

A path with a history indelibly tied to the Lasombra, the Path of Night is a strange one for many Sabbat. The Cainites who practice the path are amongst some of the monstrous to stalk the night, each sets out to inflict horror upon mortals, but according to each one they are on a mission from god. To the practitioners of the path every horror has a purpose, to force repentance from mortals.

Each Nihilist is utterly convinced that their horrors are divinely mandated, other cynical Cainites simply suggest the Lasombra haven't been able to move away from their roots and associations with the Church. Whatever the truth of it, those Cainites who practice the path in the modern nights must tread carefully. Many within the Sabbat Inquisition have called for the path to be declared heresy, but until such a fate comes to pass the path survives, with even vaunted luminaries of the Sabbat doing all they can to preserve it.



Lore

● **Unfaltering Corrupter:** Nihilists on the Path of Night must bring their revelation to all, and that means corruption and horror must come to all. This reputation is one you can spin to your advantage to have others agree to your demands in a hope to be rid of you. You can gain an additional die on any social rolls for a scene by committing or threatening to commit an act of horror. However, in any future dealings with anyone who has seen you leverage this reputation you lose one die. In future interactions you can threaten or enact further atrocities to mitigate this penalty but never to regain the initial bonus.

●● **Shepherd of the Damned:** No one is free of original sin and it is your duty as a Nihilist of the Path of Night to draw out that sin.You gain an additional die on all tests to draw somebody into sinful activities. If you have successfully tempted the person before you gain 2 extra dice. If you fail on a roll to tempt somebody you've tempted before however, you must make a fury frenzy check difficulty 2.

●●● **Instrument of God:** You firmly believe that Cainites are instruments of God's will, sent to tempt, corrupt, and try the Children of Seth. Your faith and devotion to your cause is so great that you find yourself resistant to the faith of others. You gain 3 additional dice to resist Truth Faith.

●●●● **Horrors Incarnate :** No atrocity or act of malfeasance is beyond the Nihilists of the Path of Night. But inflicting the same old horrors becomes stale and fails to shock or try anyone and so Nihilists must remain original. Whenever you attempt to inflict a novel and original horror or torture on somebody, you gain two-additional dice. Any mortals that bear witness to your atrocity must roll a willpower test difficulty equal to half your path rating or flee in disgust and horror. Cainites must roll a fear-frenzy test difficulty of half your path rating or suffer the same result. Each atrocity must be novel when you commit it, and should warrant at least 2-stains for an individual following the path of humanity.

●●●●● **Corrupter of Men: (Path Adherents only):** You truly embrace your role as one of God's servants. The Cainites must test the Children of Seth, their righteousness must be pushed to breaking point if they are to prove worthy of salvation. When engaging with an individual you gain 1-die on any roll to shock or horrify them. Additionally, once per session you can perform a wits + insight check difficulty equal to half the target's humanity or path rating. If you succeed you can identify a fitting way to horrify your victim.If you go on to perform the act itself, you can enter a social conflict with the individual inflicting aggravated willpower damage. Whatsmore, if you successfully reduce them to zero willpower you automatically recover any superficial willpower damage.

THE PATH OF PARADOX

Crossing from mere Tricksters into becoming true sadists. The practitioners of this Path seized upon the higher ideals of those Ravnos who came to Europe from India during the Roman Empire, and denigrated the ideals to suit their whims.

Not yet considered Heresy by the Sabbat Inquisition, those practitioners who find themselves within the Sabbat often align themselves with the individualistic Loyalists. Even these undead Helions know to be wary of those who walk this Path, however. If not for fear of those who walk the path, then for the multitude of enemies they earn.

Lore

● **Know Your Own:** Practitioners of the Western Path of Paradox are some of the night's foremost charlatans and tricksters. Unsurprisingly this inclines you to move in the circles of other such rogues, including pickpockets and confidence tricksters.
You gain 2-dots of allies to represent your trickster associates. You must always be on your guard however, as you aren't exempt from their own attempts at trickery!

●● **Lethal Charlatan:** The Western Path of Paradox teaches that Cainites must either be shown the true path or they should be tricked into their own destruction.
Once per-story declare a Kindred as your mark. You gain two-dice on tests to convince them to adopt the Western Path of Paradox or to lead them directly into danger.

●●● **The Broken Cycle:** By being taken out of the cycle of reincarnation, you are forever damned, but that just means you can use this to your advantage and stay hidden from those who still follow the cycle blindly.
Whenever you would roll Stealth with a speciality, you roll 2 extra dice instead of one.

●●●● **Slip the Ancient Bonds:** As Loki tricked Hodr the Blind into slaying Baldr and made Frigg weep so too can you trick the powerful into thinking you are sworn to them. You let them think they have you bound all so that you might have them killed when they think themselves safe from harm.
When you are subjected to the blood-bond and successfully resist (due to pre-existing bonds, vinculum ties, or other mystical means) you can make a rouse check. If you succeed on the rouse check, then for all purposes you can count as having a blood-bond to the would-be dormitor but retain your vinculum ties and do not have to roll to act against their interests. These effects last for a scene, in any future scene you may choose to do this preemptively, allowing you to present yourself as already bound to another.

●●●●● **Truth in Paradox:** It has been said that truth is merely subjective, many belief systems hold that the fool has natural wisdom that their lack of intelligence can sometimes obfuscate. In times of stress you know how to appear to have failed so as to better twist the knife or survive the apparently lethal fall but this knowledge requires acceptance of the Beast in this moment for it is they who provide this dark knack.

Once per session when you spend willpower you may take aggravated instead of superficial willpower damage. Doing so means instead of re-rolling three dice, you treat all failed dice as successes and all successes as fails excluding hunger dice as normal.

However the roll is treated as either a messy critical on a success or bestial failure on any failure after this inversion. If no resolution would work from the appropriate list for a messy critical or bestial failure list then they go into the most appropriate form of frenzy.

THE PATH OF LILITH

Bahari, Lilin, Lhaka. The followers of Lilith have many names and each is a unique expression of the Dark Mother and her wisdom. Theirs is a tradition utterly alien to the mainstream, to conventional understanding they are the dread witches, the temptresses, harridans and destroyers of men. In truth, the sons and daughters of Lilith are all these things and so much more.

The Dark Mother's wisdom is hard won, and each follower walks their own path beset by thorns. But as the Dark Mother overcame her trials and left wisdom for others in her garden, her followers persevere.

Lore

● **Children of the First Mother:** Many Lilins claim authority over the cycles of fertility and death. In a rare few domains Lilins even claim the right to determine who can give birth and by extension who can embrace. You gain 1-die on all social interactions with expectant parents, or individuals who have sired within the last year.

●● **Revelations of the Dark Mother:** You have found a copy of the Revelations of the Dark Mother. Whilst the Bahari are an oral tradition, and many Baham question the veracity of the Revelations, there are many especially newer Baham that seek it out for guidance. You gain 1-dot Fame (Fledgling Bahams), once per story you can share your knowledge with local Bahari to gain a favour from a fledgling Baham taking their first steps on the Dark Mother's path.

●●● **Tend the Three Gardens:** According to legend Lilith tended three gardens after Eden. Since their inception through to the modern nights, many Baham have chosen to cultivate gardens, both as places of peace and to demonstrate their control over the cycle of life, birth, and death. Choose one:

Elona, the Garden of Hope: You gain one-dot of haven and should you rest in your haven you recover an additional point of willpower.

D'hainu, the Garden of Renewal: You gain one-dot of haven and should you try to mend in the haven you may re-roll your rouse check to do so.

Bahara, the Garden of Suffering: You gain a 1-dot haven and 2-dots of the shrine advantage (as per pg.99 Children of the Blood). This library does not take the form of a traditional library, but represents mystic revelations you receive when you perform Bahari rites in the haven.

●●●● **Mistress of Power:** Even the foolish worshipers of Caine acknowledge Lilith in realising and unleashing the gifts of his blood. Once per story you can manifest a 1st dot discipline power you have seen used as though you possessed it for one night.

●●●●● **Seedlings of Elona:** Lilith planted three great gardens and of these the Lilins have reconstructed two. D'hainu, the garden of Renewal in Jericho and Bahara, the Garden of Suffering in Oslo. The last of the gardens to be reborn is Elona, the Garden of Hope. Whether you simply have gained such great sway amongst the Bahari or have been presented with auspicious signs by the Dark Mother herself, you have declared your city to be the new Elona.

You gain 1-dot of status and 3-dots fame amongst Lilins. Additionally, your declaration draws Lilins from across the world to your city eager to join the historic garden.

This has its benefits, potential allies and contacts abound eager to strengthen and defend the garden and all who have their place within it. However, it also poses no small degree of risk, not least of which is the chance for unwanted attention to fall on the garden (whether from the SI or enemies of the Bahari), but also the chance for conflicts amongst the many Lilins who gather together.

Stave ducked into cover as the rounds from the soldier's automatic shredded the brick-work where he'd stood but moments before. Shade hadn't been wrong, the ductus rarely was, whoever had put together this particular group of mortals hadn't grabbed the usual spec-ops soldiers and hoped they'd hold off what lurked out in the midnight swathed Iraqi mountains. No, whoever set this place up was expecting Cainites that much was clear from the preponderance of incendiary ammunition they had at their disposal, not to mention the stakes each soldier wore in a brace on their hips.

'Confirmed the mortals have aerial support inbound' came Vulpes clipped efficient tones over the comms. Stave smiled, if the mortals were going to such lengths to deny them access to the site and were so keen to keep it a deniable asset as to not use national troops whatever it contained must be good. Another storm of bullets hammered into the wall behind which Stave was crouched. He focussed his vitae, called upon the darkness in his heart and felt himself begin to dissolve. As his body flowed into liquid shadow he slipped effortlessly over the wall surging so as to avoid the incendiary rounds spat from the M40 manned by the bellowing mercenary. With a speed the belied belief he surged forwards towards the razor-wire fence of the compound.

As he surged across the ground as nothing but a film of shadow amidst the blackness searchlights roved back and forth. Instinctively, like a wolf avoiding blazing torches, Stave let his beast guide him through the patches of darkness that led up to the compound. As he floated across the ground he felt the cold pin-pricks of metal that marked where the mortals had lain explosive traps. If he could've smiled than a wry smile might've crossed his lips. Whilst these mortals were blunt they were effective. A fortification like the one they were attacking would've proven itself more than a match for most Sabbat packs, heck, even several regular packs would've struggled to overwhelm such a fortification. But his was no mere Sabbat pack no he Stave was a member of a Kamut. A chosen band of Black Hand warriors! The Sabbat were soldiers one and all, but the Black Hand were the elite. Whilst these mortals thought themselves the pinnacle of martial ability they were in for a rude awakening.

Slipping past the chain-link fence and through the razor-wire, Stave surged up the tower that held the machinegun nest that had been firing upon him. In the distance he heard the thunder of an explosion, and a brilliant red radiance filled the night as shrapnel cascaded from the heavens.

Whether another commrade had fallen, or if they were now cavorting amongst the ruins of the mortal's defences Stave cared not. He surged over the sandbags that formed the machinegun nest's main defence. He growled, the sound a distorted thing of nightmare raged through his head but the mortals inside the emplacement never heard a thing. As his shadowy form swiftly filled the position the men wisely began to dart for the exit too late.

Whoever stationed these mortals here had taught them well. Most men would've panicked as inky-black darkness swept over them twisting and making a mockery of the most simple physical realities. These men simply tried to fallback in good order. The three of them grabbed rifles and began to run, without a thought however, Stave destroyed any chance of escape. Elements of his shadowy form surged out and created an impassable barrier in the doorway.

To all those outside it simply appeared as the a shadow-fell over the entrance and the men simply stopped. Then they began to panic trapped lambs ready for the slaughter. Stave fell upon them his shadowy form subsumed them and he drank deep of the rich blood. The heady mix of testosterone, adrenaline and bellicose humours tasted sweet to him. It was all he could do not to lose control of himself, to simply let his beast revel in the ecstasy of asserting its dominance over such overly confident fools!

But no, he remembered his training, he remembered his purpose. He repeated an admonition in his head 'Don't fuck up your part of the job,' he could almost here Deja bellowing the words in his ear as the sands of Mexico battered him, 'Your comrades are relying on you to do it right.' The rest of the line slipped into the back of his mind as he drew the last of the blood from the soldiers.
As he drew himself together again within the fortification he scooped up one of the fallen soldiers weapons and rushed to the cover of the door scanning the compound ahead. The green veneer of the rifle's scope combined with his own preternatural senses allowed him to pick out his next series of opponents with ease.
The centre of the compound was a large concrete cube. Squat and prefabricated, with heavy steel doors on one side, surrounded by metal shields and more sandbag emplacements. Atop the concrete square however, the Kamut's next challenge lay in waiting. Three snipers, their heavy calibre rifles barely visible amidst the smoke and vents atop the cube's roof levelled their weapons out towards where the kamut had begun their assault.

'Stave are you in position?' came the gruff words of Wrench.

'Overwatch established,' came his curt reply, 'Three snipers in position above objective. Neutralising, Thing, prepare to engage.'
As Stave loosed a pair of shots at the first of the prone figures atop the roof he barely noted a blur of surging motion that catapulted itself across the killing field set out around the concrete cube.

Thing didn't even acknowledge his request, she simply darted across the open ground dodging effortlessly as the first heavy calibre round slammed into the ground right at her heels. With a leap she covered half the height of the cube. As she flew claws sprouted from her hands and she slammed them into the side of the concrete cube.
Stave loosed another burst, and with a surge of motors and with bullets spattering off it came an old Soviet APC now bearing the colours of the IDF. Wrench howled, his thrill conveyed to entire Kamut, firstly over their comms, then to all in the compound as with a cacophony of rending metal he ploughed the vehicle through the compound's front gate.

Barely glancing to watch as the vehicle lumbered over the ruins of the gate. He watched as the snipers came up into kneeling positions, watching Thing hall herself over the ledge. He couldn't help but chuckle, for a moment he considered cutting down one of the foolish mortals, but he decided to let Thing have her fun.

'Converge on objective' Shade's words were simple, stated as though such a thing would be as simple as walking across a room, rather than storming over open ground crossed with incendiary fire.

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